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The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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GRAPHICS: Jim Hamilton, Rodger MacGowan, Scott Moores, Steve Oliff, Charles Veit, Jean Baer

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EXCLUSIVE AGENTS: ENGLAND: Avalon Hill (U.K.) Ltd., 650 High Rd., No. Finchley N. 12 ONL; AUSTRALIA: JEDKO Games, 111 Beatrice St., Cheltenham 3192, Victoria; SCANDINAVIA: A.H. SCANDINAVIA, P.O. Box 329, 13103 Nacka 3, Sweden; GERMANY: HOBBYCOMMERZ, Feldbergstraße 35, 6051 Dudenhofen, W. Germany; GREECE: American Book & News, 68 Syngrou Ave., Athens 408; ITALY: Dott. Alfredo Gentili, Tirrenia (Pisa), Via del Lecci 1; JAPAN: Taiyo Trading Co., P.O. Box 95, Asakusa, Tokyo 111.

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Avalon Hill Philosophy Part 62

VAUDEVILLE REVISITED

At the risk of sounding like a 2nd rate burlesque comic, this time around we've got both good news and bad news. The good news is that you can stop worrying—we didn't forget to insert your *VICTORY IN THE PACIFIC* mapsheet and counters in this issue. The bad news is that there isn't any insert! I'm afraid we've reneged on our pledge of 4 months ago to bring you *VICTORY IN THE PACIFIC* as a *WAR AT SEA* game variant in the July issue. After considerable thought and much work, we decided the best course was to issue *VICTORY IN THE PACIFIC* as its own separate game. This decision came about because *VITP* became far more than a game variant—it required a 22" x 28" map, several hundred two-sided counters, and a game system which evolved into something only faintly resembling *WAS*. This hardly left it in the "variant" classification. We are determined not to add to the game glut with a game in every issue and therefore steered away from inferior production of what is, for all intents & purposes, a brand new game. The *GENERAL*'s primary purpose is to analyze games—not publish them. And besides, *VITP* turned out to be too damn good to use in a magazine format where it would have suffered from inferior paper maps and counters. The game itself has evolved into such a sophisticated and fine-tuned effort that it is almost difficult to remember that it sprang from *WAS*. The basic simplicity and playability of *WAS* remains, but *VITP* is a far better simulation—albeit a longer one. *VITP* is advertised elsewhere in this issue and once you've given it a try, you'll be glad we hit you up for \$9.00 rather than a free paper variant that would have been ravaged in a couple of plays. If the reception the game received at *ORIGINS 77* is any indication, you'll be playing this one many times.

So much for the perhaps bad news. The real good news is that from now on you can expect the *GENERAL* to arrive in four color splendor with separate inserts for the previous tear away departments such as counters, RBG, Opponents Wanted and contest forms. No more defacing your magazine to take advantage of any magazine feature. With this change, we become a true 36 pp. magazine at last, and end our most consistent complaint from you . . . the readership. It just goes to show—if you complain long enough, eventually you'll get action.

ORIGINS 77

ORIGINS III in NYC was another in the series of outstanding milestone successes for the hobby. The con drew 2,200 to the Big Apple to enjoy yet another well run national showpiece for the wargaming fraternity. Over 50 tournaments and seminars as well as 30 exhibitors were on hand to entertain the hobby faithful. The Charles Roberts Awards were once again decided by convention attendees' votes and saw Avalon Hill walk off with two of the five honors in the form of Tom Shaw's election to the Hall of Fame where he joins Don Turnbull and James Dunnigan as inductees. *THE RUSSIAN CAMPAIGN* was Best Strategic Game of the Year to round out the AH awards. S.P.I. likewise took home two Charlies for Best Tactical Game (*TERRIBLE SWIFT SWORD*) and Best Magazine

(*S & T*) for the third straight year. GDW broke into the winner's circle with a Charlie for Best Graphics (*AVALANCHE*). The Awards Ceremony was followed by a spirited auction which saw Richard Berg extracting heretofore unseen sums for used games—both collectors' items and still available games. Among the bids: \$9.00 for a used *KINGMAKER*, \$6.00 for *AFRIKA KORPS*, \$15.00 for an autographed copy of the original Charles Roberts *TACTICS* rules, and \$60.00 for the inevitable prized copy of *TRAFALGAR*.

The Avalon Hill booth did a booming business—beating our *ORIGINS II* sales by a considerable margin. *VICTORY IN THE PACIFIC* got off to a slow start due to the lack of pre-con publicity, but sales picked up briskly on Saturday and Sunday after gamers spotted the easy to learn game in play all over the student union. But the real surprise of the convention for us was the acceptance of *RAIL BARON*—alias *BOXCARS*. A few were sold Friday and played that evening. Word spread fast and by Sunday we had sold out of a non-wargame at a wargame convention! Believe us, if you're at all inclined to take our advertising seriously, give *RAIL BARON* a try. We heard nary a discouraging word re: this title and doubtless sold more of it than the majority of the exhibitors sold of their respective wargames. *SQUAD LEADER* led our sales parade, followed by *GETTYSBURG*, *VITP*, *RAIL BARON*, *CAESAR-ALESIA*, *SPEED CIRCUIT*, *ARAB ISRAELI WARS*, *THE RUSSIAN CAMPAIGN*, and *KINGMAKER*. *ASSAULT ON CRETE* was highly sought after, but wasn't ready and will not be released until the fall when it will join *SQUAD LEADER* in the MAIL ORDER ONLY line. Detailed information on the new releases is available elsewhere in this issue.

ORIGINS itself also took several giant strides toward growing up when the 9 largest exhibitors agreed to unite to incorporate the *ORIGINS* name, and form a steering committee to decide the site of future cons. Detroit won the bid for *ORIGINS IV* in a close vote over a Chicago company. The actual host for *ORIGINS 78* will be the Detroit Metro Gamers' Association who will be bonded to the *ORIGINS* committee to guarantee their performance. The actual date and time for next year's National convention has been tentatively set for July 14-16 at the University of Michigan in Ann Arbor. The Detroit group has successfully sponsored a number of smaller regional cons in the past and should do a fine job. We hope to see many Midwest gamers next year who couldn't make it to the East Coast cons.

WHAT'S COOKING?

We didn't blow our whole wad at *ORIGINS*—we have plans for several more new games before the year is out.

Expansion kits for *SQUAD LEADER* are already in the works. By spring we hope to have a revised 2nd edition rulebook available to correct any glitches which may have crept into the first edition. In particular we discovered that the red "plate" printed off center in a few

Continued on Pg. 32, Col. 1



PLAYING YOUR HAND IN KINGMAKER

By Richard Berg

"THE PLAY'S THE THING WHEREIN TO CATCH THE KING"

If Andrew McNeil as the designer is the father of KINGMAKER, Richard Berg is no less than its American Godfather. It was Richard who discovered the English sensation and arranged its first sale on these shores by encouraging SPI's importing of the Philmar, Ltd. English edition. Just as importantly, it was Richard's glowing reviews in numerous hobby journals that won the game its initial American audience. Berg can lay claim to more than just converting fellow Yanks to the novelties of KINGMAKER however. He's never been bested in a game yet and considering his fondness for treachery and the fact that KINGMAKER IS a multi-player game where the losers can gang up on the seeming leader that's a considerable boast. Maybe that's why it's so hard to get him into a game these days . . . why risk such a record once the word is out on you.

Of the 300 or so historical simulations that have appeared in the last decade undoubtedly one of the most unusual is KINGMAKER, Andrew MacNeil's politically-oriented game on the Wars of the Roses. It never ceases to amaze me that a game which covers so esoteric a period in history (at least for Americans) as the baronial conflicts in the English 15th century has caught on with such rapid facility.

The reasons for this are interesting because they cast light on the thought processes of the gamer, an area into which publishers and designers have tread with great trepidation. Until the arrival of KINGMAKER (it first appeared in the US in its first edition in the early spring of 1975 but had been circulating throughout England for at least a year prior to that) only one game of similar design had ever held the public's interest more than briefly: DIPLOMACY. This simulation of power politics and abstracted military aggrandizement had been a cult ever since its introduction in the early 1960's. It was immensely popular and, now that we can look back at it, quite simple in its intent. It made its players assume roles so much so that they were forced to play the game with a psychological insight never before used in even the most complex simulations. The player was not only playing the game, he was playing the other players! And this does not mean he was playing *against* the other players; rather he was using them to further *his* own

aims. Luck was eliminated; the player survived on his own wits entirely. He controlled destiny, and he controlled it absolutely.

The formula worked, and DIPLOMACY was a raging success—at least within the finite but growing circle of simulation enthusiasts. Now, what usually happens with success is that it gets copied. (Witness this year's Box Office thrill, *Airport 77*, the third in a series of movies designed with the dual intent of keeping one away from both airports and theatres). But a decade passed without DIPLOMACY receiving a serious challenge. To be sure, other games of similar ilk appeared: *ORIGINS OF WWII* is a sort of poor cousin of DIPLOMACY, but it has neither the interest or elan of its more successful relative. *DYNASTY* was a short-lived, "local" effort to translate role-playing to the Far East. It had all the elements to produce success, but it never got off the ground, which is too bad as it contains some truly intriguing ideas.

Thus the Role-Playing, Power-Politics field was left entirely to DIPLOMACY, a vacuum that I, for one, never quite understood. The game was so obviously successful; and it certainly was no brain-twister in the Design department. That it ruled the field as sole occupant for so many years is still a mystery. Yet, Nature abhors a vacuum and into this drought of design stepped Andrew McNeil. Working for a long period of time testing designs, shaping ideas and molding theories he came up with the first new Power Politics game to seriously challenge—and intrigue—the Dippy buffs. But KINGMAKER was different, for KINGMAKER did not rely solely on the players' wit to produce a result. MacNeil was too familiar with the history of the period to keep the play in the hands of the players, for the "play" of the Wars of the Roses was never really totally in the hands of even its best practitioners. There was too much fate, too many uncertainties, too much out-and-out luck—both bad as well as good. And this is what provides the tremendous drawing power of KINGMAKER, for not only does the player have to play the other players but now he has to battle the Hand of Fate. The players are easy to watch; it is Fate that often deals the cruelest blow.

The heart of KINGMAKER is the marvelous series of cards which direct the play of the game. Cards had never before been used to such an extent,

and with such amazing effect, in a conflict simulation. Perhaps other designers felt constrained to avoid the "Monopoly" influence, or the seeming utter randomness of such a system. But in KINGMAKER it worked. The two series of cards—Event and Crown—are the game. The recent, and excellent, article in *The General* (Vol. 13, No. 1) by Robert Harmon is well-worth referring to as a reminder of what each card in the game can do, and how often it can do it.

And knowing what the cards can do is the key to the game.

Strategy in KINGMAKER is like going over Niagara Falls in a barrel: you know what you want to do, but once you start doing it you are no longer in control. And the player who usually sticks to a strict plan in KINGMAKER will usually find himself suffering the same fate that befalls the old Barrel-Driver.

The best players in KINGMAKER follow the age-old adage: Hope for the Best, but Expect the Worst. The former may be fleeting, but the latter is sure to arrive somewhere along the line. Moreover, do not despair! KINGMAKER is so cunningly contrived that even total elimination means little, unless it occurs during the latter portion of the Middle Game or in the End Game itself. If such a fate befalls you, you will have to be content with being some major Baron's pawn. You might also try breathing in people's faces: Plague always makes for quick changes in power hierarchy and spreading a little disease doesn't hurt.

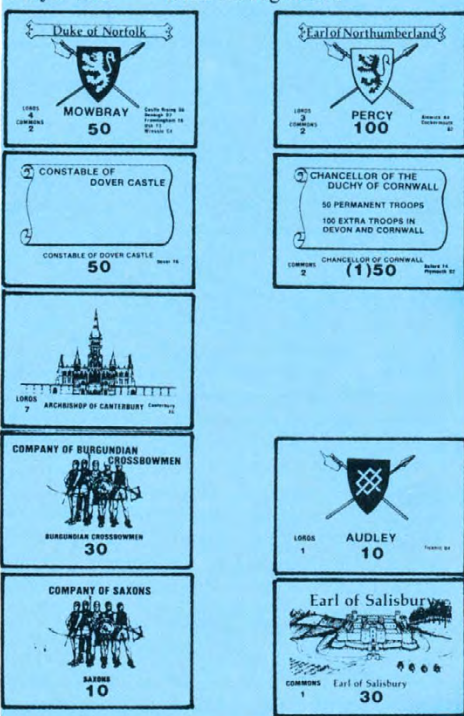
Generalities aside, the best strategy in KINGMAKER is preparedness and knowledge. The player who knows the board, knows what is going on and what *has* gone before, and then has the flexibility to handle all of this knowledge is a successful baron, a veritable Neville amongst the Scropes. (A bit of historical byplay: Alas, poor Scrope, your time has passed. No longer may players launch the once infamous Scrope Attack," made infamous in the 1st two editions, wherein the hapless Scrope went around like a Kamikaze in kilts and buckler, sacrificing himself in attacks the odds of which staggered the imagination, just to kill off some nobles. The AH edition of the rules has removed this bit of dastardly—and often

infuriating—byplay. Poor Scrope has now been relegated to the scrapheap of nobles—a place he fittingly deserves.)

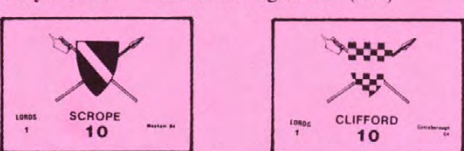
The first cardinal rule for success in *KINGMAKER* is knowledge of the game-board. The board has undergone some fairly radical changes since its initial design (changes which I greet with mixed feelings), but the important locations and passages are still the same. For example, the most important town on the map, in terms of movement, is still Shrewsbury. (I have assumed—as do virtually all players—that Shrewsbury *does* control that fork in the road, a matter which should officially be clarified *somewhere*!) (Ed. Note: *Shrewsbury does control the road*.) Control of Shrewsbury allows a player in York to whisk on down to London in one, fell swoop (providing he gains Conisboro Castle, a not-too-difficult feat). This type of knowledge is what renders success from opportunity and allows the wise Baron to always remain within reach of some objective. (It is often wise to hide control of Shrewsbury, revealing it only when a major opportunity presents itself.)

For a more cogent analysis of *KINGMAKER* let us play a sample “hand” and see what opportunities present themselves and how best even the worst hand may be managed. Let us assume a four-player game (in my opinion the best configuration for *KINGMAKER*). We will also use the Advanced Rules which give us an eighth member of the Royal Household—Edmund, Earl of Rutland—as well as the Dukes of Lancaster and York. We will be examining the different hands not so much for play examples as for strategic possibilities, weaknesses and opportunities.

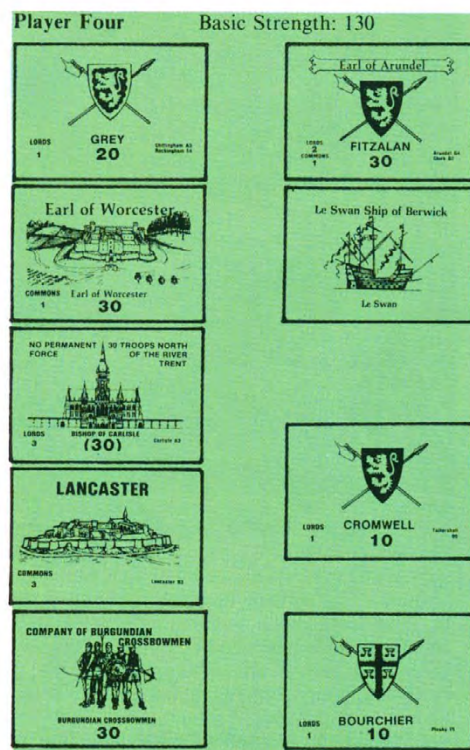
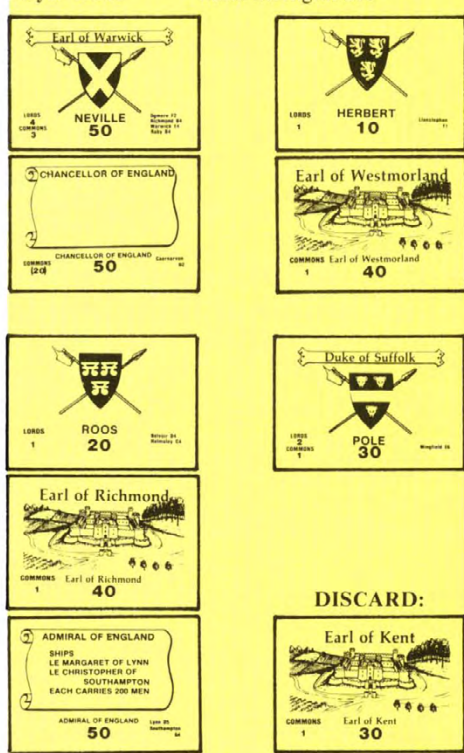
Player One Basic Strength: 330



Player Two Basic Strength: 100 (300)



Player Three Basic Strength: 290



Each player must decide what his best deployment is (some of the nobles being given variable locations). This is where knowledge of the gameboard comes in. The Lancastrian pieces are located in the center of England, with Margaret and Edward right next door to each other, while the Yorkist Household is spread around the fringes of the country. If you have a faction that is powerful in the center by all means take advantage of such a situation. Otherwise, try to base your power in *one* of the fringe areas where you can grab—and maintain in relative safety—one of the Yorkists.

Further use of game knowledge can be made in assigning the offices and titles. For example, unless you want to create a Power Base in the North (which is foolish unless Percy, Earl of Northumberland is one of your barons), the Warden of the Northern Marches can prove an extreme annoyance. He has an irritating habit of heighing off to Scotland just as you are hopping down to London, Embarrassing at best. But if you are so lucky as to combine Mowbray, Duke of Norfolk, with the Chamberlain of the County Palatine of Chester you have created quite a formidable Baron, with an exceptionally powerful stronghold in Wales—a difficult area of the board to approach without notice.

Let us look at the Sample Hand to see how the principles of the Gambit may be applied.

First, note the imbalance between the hands: Player one has a basic total of 330 Strength Points, while Player Four has, at best, 130. Player Two has a seemingly miniscule strength of but 100. However, he possesses the Constable of the Tower of London, and Talbot, Earl of Shrewsbury (The Constable) should have little trouble claiming the extra 200 men that go with this office (See below). That would give him 300 rather quickly and pull him up to par with the other major factions. (It also makes him King, as Henry is his as soon as he enters London). However, as we will see from the example of Player Two, initial strength is misleading. It is *position* which is important—and it is position which will remain important throughout the game. You must always be ready to grab an opportunity, and being ready means being in a location from which you can strike quickly. Sequestering yourself in the Cheviots might

The above random deal is somewhat unusual; however, there is no “normal” hand in *KINGMAKER*. The beauty of the design is that each play is different, each game a new situation. Here is an obvious improvement over the static initial situation inherent in *DIPLOMACY*. The latter produces what are known as “Standard Gambits”, somewhat in the vein of Chess. *KINGMAKER* has none of that, so to speak (the merits of which will not be debated at this time); however, there are definite things that each player must accomplish in his initial maneuvers. Basically, his intent is to solidify his position and gain himself a Contender—*any* Contender. Without a Contender your play tends to be aimless and, worse, useless. You will find yourself at the mercy of the stronger factions, who will use you as a pawn and then drop you like a hot Yorkshire Pudding. Get that “prince”, even if you have to steal the packet boat to Ireland to do it!

be great for your health (especially if you like oatmeal); but you'll be a petty baron all your life if that's your idea of preparedness.

Player One's hand initially appears quite strong—after all, he has two of the great Barons in the game (Norfolk & Northumberland) and an initial strength of 330, with the possibility of an extra 100. However, this strength is illusory, for while his baronial strength is in the North, his Office strength (Dover Castle, Canterbury, and Chancellor of Cornwall) are far to the South. Thus much of his strength is diffuse and dissipated, useless to him as a Power Base. Yet his position is enviable: he has the 300 points necessary to take York, and he has the Archbishop to crown Richard of York King. This move, which cannot be accomplished until at least the second turn of the game, is a very strong one and one which should be accomplished at all costs. It gives Player one the leading Yorkist contender and it nullifies Henry as King, should he be grabbed (and he will, as we will see below).

The three nobles of One's faction are thus placed as closely as possible for quick consolidation. As they are all oriented to the North this positioning is easily attainable. Norfolk is placed at Wressle, adjacent to York, while Northumberland is deployed in Cockermouth for no other reason than it is an interesting sounding place. Northumberland can be quite a pain—a sort of Junior League Warden of the Northern Marches. He has power, but it's too far away from the center of things to really do any good. Here he has been assigned Cornwall, giving him a second Power Base, albeit far to the South. Norfolk, in the meantime, has been given the two "sister" cities of Dover and Canterbury. This seeming diffusion of power (noted above) may now work to Player One's interests, for he now has a base of operations close to London—a base he may find useful when operating in that area against the Lancastrians. There could be some argument for assigning one of the Offices to Audley, now Earl of Salisbury. However, Northumberland is too strong to waste and Norfolk is too well situated. Furthermore, the faction will consolidate rather quickly and Audley, being the weakest of the barons, will prove somewhat of a liability in this area.

The one major thing to note here is that Player One has had the luck to go *before* Player Two (who controls the Tower, and with it, London). Player Three will move first (he is the Chancellor) and thus One will move before Two. This will enable One to crown Richard King before Two can call a Parliament (a foolish move at this stage of the game anyway).

Thus, One has good strength and good position. He will soon, barring unforeseen complications (Plague, etc.) have a rival Contender and become the leading faction in the North.

Player Two has had the unfortunate happenstance of having to discard three nice Offices. Things like that happen all too often. His strength as well as his position is also basically weak, and his bases of power are divided between North and West. Clifford and Scrope are of little help to Talbot, and furthermore, they are in great danger in the center of Player One's Power. *But*, Player Two is the Constable of the Tower of London, and that means Henry is his—if he can get there without mishap. And that is why Bristol has been assigned to Talbot (among other reasons). Talbot can use Bristol as a refuge (praying that the Black Death doesn't catch him there) and a jumping-off point for a quick one-turn trip to London. By the second turn of the game he will have Henry. Unfortunately, Player One will probably also have Richard (York) by this time, so the effect of this will be nullified.

Once having gained Henry, Player Two will have to rely upon a good draw from the Crown Pack to give him aid. His barons are weak, and he is strong only in London and its environs. His opportunities to garner other Lancastrians (and thus strengthen his position *vis a vis* that House) are minimal, considering Player Three's strength in Central England. He thus seems to be tied to London, and only some shrewd politicking will get him out of that hole. Players who hang around London usually end up hanging, literally.

Player Three's situation is enviable. He has strength—290 points—and exceptional position. Furthermore, he is Chancellor of England. Not only will he go first, but, in the obvious stalemate that will quickly occur, he will, under certain circumstances, be able to call Parliament (if he lives that long). Warwick is placed in Warwick, right next-door to Margaret and Edward, where he, Roos, and Pole can grab Margaret and then Edward right off the bat. Furthermore, Herbert can waltz right into Cardigan (an open town) and pick up George, a Yorkist contender, on the first turn. Player Three's position in terms of bargaining power and alliance is thus quite enviable. He will hold three contenders in short order, and his power base in the center will make him quite capable of unloading on Player Two in London, should he get some reinforcements in the draw.

Three has not had much say in how to divide his hand. Chancellor obviously goes to Warwick, a very powerful noble (and the namesake of the game's title). Admiral of England provides some interesting sea maneuverability, but Three hasn't the coastal Nobility to take advantage of it. Note that Pole and Roos have been placed within striking distance of the Lancasters by deploying Roos at Belvoir. Player Three has some very interesting times ahead!

Player Four has problems. He has little inherent strength, and his positioning is mediocre at best. But he still has possibilities, and this is what the players should be aware of. From the way he sees things developing on the board in the initial deployment, and from the lack of strength in his hand, it should occur to Four that he will have to act boldly if he is to succeed. The key to his success is the ship *Swan*. The ship is in Berwick, but fortunately no one controls Berwick by the time of Four's initial move. This means the *Swan* will be free to move. With the intent of using this ship as a Catalyst, Fitzalan has been placed in his Southern holding, Arundel, but given cards which essentially give him power further north, near his Welsh holding in Chirk. The reason for this is that Four's best move is to get to Ireland as quickly as possible, grab Edmund, and bring him back to the Northwest (thus Fitzalan gets the Bishop of Carlisle and the City of Lancaster). Grey, Cromwell and Bouchier should be able to join with him quite easily (there is usually little interference and/or combat in the initial moves as players are too busy getting organized), and Four should be at least able to set up some sort of Power Base in the West. It's not much, but it is a start. And it also places him near Edward of March should he attain the strength to take Harlech.

From studying the above dispositions and tentative opening moves we can formulate some basic precepts that players should keep in mind as they begin play:

- 1) Study your initial faction carefully, evaluating it not so much for what it appears at face value but as to what it means in terms of position. This means knowing the game-board and the potential power bases of the players.
- 2) Initial strength (in terms of mercenaries, Offices, etc.) should be given to Nobles who can take Royal Pieces early in the game. This will discourage other

players from picking you off. If possible, consolidate your Barons before grabbing the Royal Piece.

3) Try to get an early Power Base, a position from which you can operate and to which you can retreat in times of danger. Position is everything, and if a player can make himself overpowering in one area his chances of success are greatly improved. Of course this Power Base/Position should not be so far from what's happening that you become a veritable hermit. Position means the ability to strike as well as to consolidate.

4) Get a Royal Piece as quickly as possible. George and Edmund are virtually freebies; others are more difficult. However there is usually always one member of Royalty who is attainable. Study the initial dispositions *vis a vis* your strength and act accordingly.

In essence, the object of your initial deployment and opening moves is Power. You must obtain some sort of power, be it a Royal Piece or a strong Power Base/Position. If you have neither you will soon be at the mercy of the players who do, players who will be seeking to destroy the lesser factions before they get on to bigger business. If you have Position in the form of a Power Base you can at least maintain your dignity.

THE MIDDLE GAME

The success of a given player in the important Middle Section of the game (the portion where power divisions and factions solidify, Royal Pieces are discarded like sacks of mouldy flour, and two, or perhaps three, major Baronial groups emerge) is entirely dependent on the Positioning he has devised in the opening portions. The reason for this is not that the game will depend on who controls what, but rather that the player who has good position—and power in and from that position—will be able to take advantage of those incredible and all-consuming turns of fortune that stride through the game like a horde of Huns.

As players' factions become bigger they will become more and more susceptible to the annoying Raids and Revolts that spring up about once every two turns (at least). Remember, nobles called to other places may not take other members of their factions with them, so a major faction can quickly become splintered. The good player is one who has enough power and position to a) overcome these sudden changes of fortune when they occur to him, and b) take advantage of them when they occur to others.

Now, there is no way for a player to ignore these events. Nor is it possible to ignore Plague. However, at least the latter is somewhat forecastable. And, in the words of the original edition, "The Player who has his whole force wiped out by Plague really deserves to lose." And that is the truth. Remember that Royal Castles do not suffer plague and, furthermore, that plague is cyclical—once it has occurred in one city it will not occur again in that city until the Event Pack is finished and reshuffled. (This has been specifically designed into the game, and it is somewhat unrealistic to shuffle the deck every once and a while as plague—which represents other misfortunes as well as actual disease—tended not to reappear in cities it had hit in the recent past.) Thus a careful player can take advantage of cities that *have* been hit, using them as havens knowing that they are safe for a while.

As for the Revolts and Raids, the player must learn to anticipate, to realize that certain of his nobles will be called to places undesired at times unwanted. These calls are unavoidable, but the effect of such can be minimized by careful planning (within the parameters of the amount of planning you *can* do in *KINGMAKER*). Establishing a Power Base in an area to which you are likely to be

summoned is one way of handling these emergencies; actually, it is probably the *only* way. Otherwise you must trust to luck and the allegiance of the other players, which is usually feeble at best.

The Middle Portion of the game is thus best played by players who minimize misfortune and capitalize on that of others. To this end alliance can often be quite important. Now, be not mistaken about alliances in *KINGMAKER*: they are invariably consummated in greed and dissipated in mistrust. Moreover they are rife with irony and hypocrisy for the simple reason that two factions helping each other are usually after one goal, and that goal can be attainable by only one of those factions. This is not to say that all alliances should be avoided; just the opposite is true. You usually cannot survive without the help of another faction, unless you control most of the major nobles in the game. And if that happens you usually spend most of your time running errands throughout the countryside.

No, alliances are necessary and even helpful. They can act as buffer zones to certain areas, and they can often help lesser factions survive while building or rebuilding their strength. However, most alliances in *KINGMAKER* are short-lived. Unlike *DIPLOMACY*, where alliances can be mutually advantageous as the players involved divide the spoils of new areas conquered, in *KINGMAKER* there is little gain in controlling areas for the sheer sake of control. You are after Royal Pieces. And, as at least 50% of those personages will most likely have had their proverbial throats slit after just several rounds, the prize may be difficult to attain. In this fashion wheeling and dealing is infinitely more difficult and requires an even more devious personality in *KINGMAKER*, for there is usually little to bind two factions together. It is the superior player who can use his fellow players to accomplish his aims without giving them anything worthwhile.

As the Middle Game progresses the factions begin to solidify, if they can avoid Plague and other disasters. The Faction controlling the King usually has a great advantage—whether you are using the optional Parliament rules or not. This advantage may be offset by having a rival faction-crowned King, creating a temporary stalemate, or, as is more likely, by the annoying arrival of Embassies. The key thing to remember with embassies is that the player who controls the King must keep a strong faction of nobles around him at all times. Quite simply, an unprotected King dragged off to Weymouth or some other such tank-town to meet the Scots or French ambassador will be devoured before he can move an inch. However, unlike Raids and Revolts, when the King is summoned to embassy he may take any nobles in the same area with him. Thus it behooves the player to protect his King in this fashion.

Of course, such strong factions are usually dissipated by the very Raids and Revolts mentioned above. Sometimes this can be avoided—aside from the ways we spoke of before—in an unusual and daring fashion. Certain nobles are called by Raids and Revolts more than others—these are usually the powerful barons E.g., Mowbray (Norfolk) has five such calls in the Event Deck: such Offices as Warden of the Cinque Ports (with five calls) and the “globe-trotting” Marshal of England (with ten!) calls are likewise embarrassing. Obviously, if you want to make key use of Norfolk you can never make him Marshall of England. (However, doing so as King in a Parliament, if the opportunity arises, is a sure way of sabotaging your worst enemy!). But if you want to create a powerful noble who is relatively free to do as he wishes it might be worth your while, if the opportunity arises, to take a minor baron such as Grey (with 20 points and no calls), assign him a Title

to build his strength and an Office with good power and little Raid/Revolt interference such as Constable of the Tower (*the* richest prize in offices, especially at the beginning of the game) or Chamberlain of County Palatinate, and then give him a multitude of mercenaries, cities, bishops and other accoutrements. You now have a formidable baron who is free to move almost anywhere.

To this end, players should note that Neville, Earl of Warwick, is far and away the best noble to hold. He has good initial strength (50), he controls four well-placed castles (Richmond and Raby are in excellent position just to the north of York; Warwick gives a Power Base in the important Central counties; and Ogmores is well located between Wales and Cornwall with excellent coastal opportunities), and he has only *one* call-card! He also has the largest vote faction in Parliament of any one noble. Thus, the player who controls Neville should use him to his fullest. Through Neville the player can maintain several Power Bases (given the location of Neville's castles) and he can move with relative freedom from call, especially if Neville can be assigned an important Office. Unless it is totally unavoidable, never waste a lesser Office on Neville. To do so is to diffuse your major weapon. Because of his position and freedom Neville is the single-most important noble—or piece—in the game.

Neville is, of course, only one of three “major” nobles. However, the other two—Mowbray, Duke of Norfolk, and Percy, Earl of Northumberland—have almost as many drawbacks as they have advantages. Percy has the largest household, and as such, his strength is formidable. But his base of power is far to the North—too far to be of any use as a true Power Base. His westernmost castle, Cockermouth, is in the unusual position of being a coastal castle with virtually no access to the sea! Mowbray, Duke of Norfolk, has good strength (50) and some excellent castles (five of them) spread around the country. However, Mowbray is a one-man travelling circus and he is so susceptible to calls for Raid/Revolt that he cannot be trusted. As for Stanley, who also has a basic strength of 50, his drawbacks are self-evident (lack of power base and constant calls to Douglas). To give Stanley any power other than he has or cannot be avoided is to waste such Offices, etc. Of course, if you have several ships at your disposal Stanley can become more useful. But he is a question-mark at best, and players should be ultra-cautious about using him or relying upon him to any great extent.

An important point to remember during the Middle Game is that cards drawn from The Crown Pack may be concealed. This is a powerful weapon, as the players may not know that you are holding Neville, who is Chancellor of Cornwall with several groups of mercenaries and some bishops. To spring such a surprise on the other players is usually to carry the day, at least locally. Knowing just when to spring that surprise is the essence of good timing, which is a very important sense to have. The obvious faults of “too soon” or “too late” are magnified in a game such as *KINGMAKER* where the other players are equally as capable of taking advantage of presented opportunities. Actually, it is almost impossible to act too soon in this game; players should strike when they can and then not wait around to see what develops later. But you can reveal hidden cards too soon, wasting them on trivial conquests. If you are lucky enough to have a pocket baron with the power of a Neville, as above, make sure you use him on a worthwhile mission.

There are other mechanisms in the game that players should be aware of, particularly Free Moves and Writ cards. They, along with the new King's

Pardon cards, are virtually self-explanatory in their worth, and players should be careful they make the best use of them. Free Move cards can be very valuable in planning a quick, decisive raid from an area which seems far removed from the center of play. And the combination of a surprise noble plus a few Free Move cards can be incredibly devastating.

THE END-GAME

Time was, in the early editions, when the player with the most power would simply take his pretender and sail for Calais, the healthiest city on the block (no Plague!). Now we have a Plague in Calais card, as well as other French sidelights, so that scheme is no longer valid. The end-game, however, *can* bog down when there are two players with equal strength possessing the only two pretenders. By this time all the cards are in play and there are few surprises left. Play tends to become somewhat static as neither side is willing to take a chance.

Plague, of course, can loosen this up, as can Embassy cards, and players must be ready to jump at the first opportunity. Strong factions should get rid of as many pretenders as they can. While Royal Pieces are an asset in the beginning and, to some extent, the middle of the game, they become an increasing liability as the game progresses. They slow down movement and make factions more of a target. (And remember Beaufort!) Usually, an embassy card here, a raid card there and a huge battle occurs with the winner emerging with the sole royal piece. It can sometimes take a bit of waiting for this to occur, as players have solidified their positions and are unwilling to make deals.

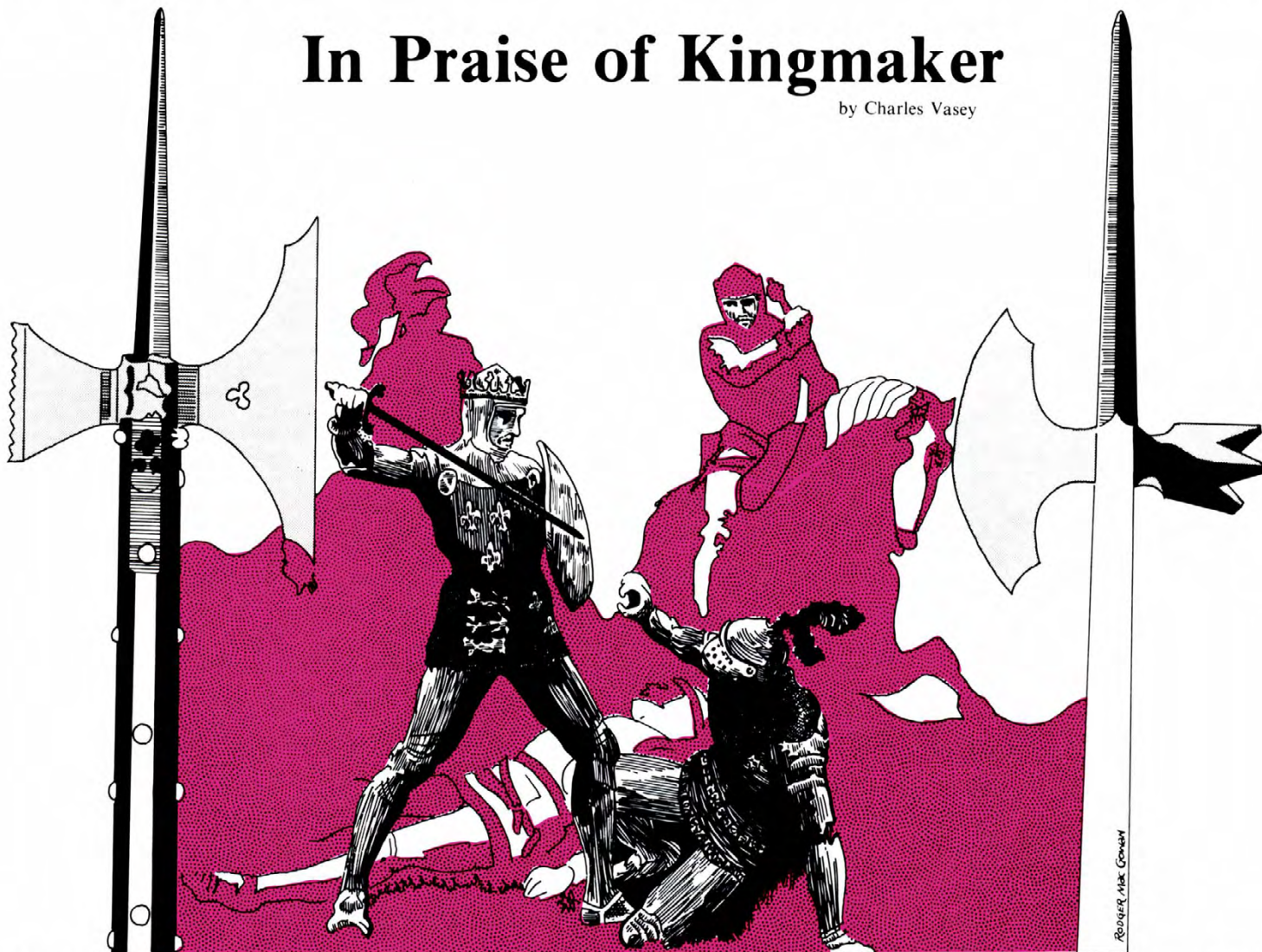
I have purposely omitted discussing Parliament and its uses until now. Briefly, each player tends to use Parliament—as King—according to his own personality. That to call Parliament is important goes without saying—if you have the power and there are strong Offices and Titles to dispense. The strength of the King is nowhere more apparent than in Parliament—if his faction is strong enough to override the votes of the others. Here is where deals are made—and consummated. Never underestimate the power of Greed, and use it to your fullest advantage. As King you should never hesitate to give yourself the choicest appointments, and the player who is shy and unassuming or, even worse, generous, will not be King for long. To be King means to have power; and to win you have to know how to use that power. The best players in *KINGMAKER* are those who use a baronial mentality to the fullest. Trust no one, and grab, grab, grab. *KINGMAKER* is *not* subtle; you cannot finesse 300 pounds of armored illiteracy. You club him into submission—and Parliament is where you pick up your bludgeons.

KINGMAKER is not a game which can be discussed in specific strategic details. Success depends on a state of mind. It is a game which demands concentration from its players, a game in which trust is an anachronism. Speed of movement and ruthlessness are the two key ingredients for success. And both of these ingredients use one source: power. Throughout the entire course of the game you are playing for power. Whether it be local power or total control, no player can survive for long in this atmosphere without some form of power. And to that end you must always plan your strategy.



In Praise of Kingmaker

by Charles Vasey



*Charles Vasey is a part time Law student and self confessed full time work dodger whose gaming exploits trace their beginnings to 1968 when he first obtained 1914; an acquisition which amazingly did not change his natural leanings toward simulation as opposed to playability. Vasey, a medieval French name synonymous with wanton, lascivious, and mischievous (or so he'd have us believe) fills his off hours by publishing a fine gaming newsletter entitled *PERFIDIOUS ALBION* which is notable for its candid and fresh remarks on the wargame scene. A true victim of the wargaming craze, Charles hopes to make his debut in the Big Apple at *ORIGINS '77*—a notable achievement for an Englishman.*

Kingmaker is a creeper of a game. When it first appeared in England it was reviewed as being 'fun' but not especially accurate. It was easy to pick on a few 'obvious' errors (though often they were a great deal less erroneous than the reviewer thought). The basic opinion was it was for 'kids'. Yet beneath this simple exterior was a great deal of cunning work, work which few reviewers could spot because Andrew McNeil did not speak the standard language of game design, he did not come from the great AH/SPI tradition. Only as time passed, and one tinkered with the game, did realization slowly steal over you—one could not do better!

I have long been interested in the Medieval period and tried to design games based upon this period, using standard design procedure. They all failed completely. Militarily the War of The Roses is

fairly simple in mechanics. Armies stamped around, often missing each other, often engaging in private wars with their neighbors, often running out of food, and clashing in battles of frequently the same form (three main bodies, the side that wins is the one that chases two of the enemy's off the field). Hutton in 1813 talking about Bosworth Field said "Battles are singular periods; productive of strange events. Much may depend upon a trifle, the effects of a trifle may be victory, and the effects of victory, everlasting." If the actual fighting depended on simply marching forward and hacking until you won or got beat, the raising of armies was much more difficult.

The War of the Roses was a very strange war indeed. It was mainly a form of super-gang warfare that was carried on by the nobility while the common people stayed out of it. There are exceptions of course; Edward IV halted the old practice of "Spare the Commons, and slay the Lords" after he was deposed, and in 1461 Margaret of Anjou let an army of pillaging northerners into the south and burnt many of the "good towns" of the Yorkists. This escapade did little to endear the Lancastrian cause to the Londoners who could always be trusted to stomp up for a Yorkist campaign, it also made the Yorkist cause synonymous with Law and Order. (Rather like the gamer who goes around attacking everyone's castles, and finds his land being dismantled in unison by players who have forgotten their own animosities). Having disposed of popular fervor as a source of troops one must ask how the armies were raised. There seem to

be two methods. (1) The personal retainers (private army) and vassals of the nobles. Knight-service, which had been calculated as one knight per five hides of land held, was no longer a common practice but often one's vassals would serve for pay taken from their rents. Now the nobles would draw up contracts of service with important captains of war (the English were remarkably willing to serve under men of ability but little nobility) or warlike vassals. In 1474 when Edward IV was to invade France he issued an indenture to Richard Duke of Gloucester to find, at his own expense, 120 men at arms (i.e. wearing full armour) 19 of which were to be knights, and one thousand archers. (2) One could, with varying shades of legality, issue commissions of array. These called upon citizens to muster in defense of the king. Of course the answer to "Who are the King's enemies?" depended on whether you were Yorkist or Lancastrian. Was it traitorous York attempting to steal the crown from Henry, or was it scheming Suffolk and Somerset who were ensnaring the king into a form of vice-regal government? Obviously if you were told to attack York and believed the latter you would deny the legality of the commission, or find the first opportunity to vanish from the army. Thus commissions, at best, could only be effective when issued in one's own lands, or if the enemy took to using foreign aid. There is much overlapping between the two kinds of army, but even so representing it in standard game terms could be a problem. One has to know roughly how much money each magnate got from his estates, and where those estates were.

Let me first point out that the office of Earl or Duke did not hold great significance to the area in question. Such a rank entitled one to the Third Penny of all fines in the Shire Court. This institution had been cut down to size by the use of Royal Justices, and the Courts of Westminster Hall, and its revenues were not great (it could only try cases of under 40 shillings). Also the title does not imply the whole county was owned by the holder, although he may well have been enabled to interfere in the internal power struggles. Some border areas did tend to be heavily in the hands of one family, but otherwise most holdings were spread over the length and breadth of England and Wales. The Black Prince (Edward of Woodstock) had rents as follows:—Chester £1,300, S. Wales £1,700, Cornwall £2,350 (owned land in London), N. Wales £3,000, but the other manors throughout England brought only £300 p.a. The first four are examples of great fiefs (holdings) given en masse to one noble, and explain the power of the Chancellor's of Wales and Chester in the game. It is a useful comparison to compare France and England. After the Conquest most Normans received estates in many counties, either deliberately or because they received land in blocks from ejected Saxon thegns. The result was no central block of support for a single family (except on the borders where defense meant more than internal security). In France appanages were held as blocks of land. Duke of Burgundy meant exactly that and one gained all estates either as one's own or as your vassals. Louis XI suffered from this during the War of the Common Weal (1465) when whole provinces of France rose against him, and Brittany became practically an independent Dukedom. Thus an accurate map of England for the period would be terribly complex. *KINGMAKER'S* approach is devastatingly simple. First locate castles in the areas of great strength, these represent the 'loyal' regions and the large groups of estates who would yield the most money/men. Second, give the noble family a strength figure that represents their country-wide wealth, resources and fame, this covers those tiny manors hidden in far-flung counties as well as investments. Third, give strengths to various titles and offices that represent the crown lands granted with these posts, and the support of the uncommitted squirearchy who might follow a man with a legal title. The result is very accurate, one might quibble against a certain family acquiring a certain area but this is due to hindsight. Kent was always for Warwick ever since he thrashed the French as Captain of Calais (though this did not prevent their desertion at Second St. Albans), Ulster was Yorkist land, so was most of Wales (the Mortimer Earldom of March). Even so the result is good. Especially sensible is what, at first, appears to be a rather odd result when a noble card joins the faction who have just slain his father. This very rarely happened, blood feuds being more fun. I prefer to look at it as representing the forfeiture and escheatage of estates. One must examine the career of John Neville Marquess of Montague. John Neville had none of his eldest brother Warwick's skill in diplomacy, and none of his younger brother George of Exeter's disloyalty. He was a good soldier who won dramatic victories at Hedgeley Moor and Hexham in 1464 removing various Percies as well as Henry Beaufort and Lord Roos. He became Warden of the East Marches in 1463, and in 1464 was created Earl of Northumberland and granted many Percy estates. So the way to rationalize the strange result is to say that though the card may say Percy it really represents the estates granted to someone like Montague. The real Percy heir is hiding somewhere over the border. If he dies in battle his estates may be resumed by the King, the Plantagenets were an irritatingly capable family.

So the game has good claims to accuracy in these

two very difficult areas. The final important feature in this quest for accuracy is the Parliament. The Parliament rules are what earned my inclusion in the design credits. The rules in the game are Andrew's re-writing of mine, with important changes in favour of playability and accuracy. The allocation of seats makes the definition of each family's strength even more fine as it often conforms to the centres of wealth and population. At one stage the Nevilles held the Archbishopric of York (5 Lords), the Earldom of Northumberland (3L/2c), Earldom of Salisbury (1c), Earldom of Kent (1c), Chancellor of England (20 possible), Warden of the North (2c) and their own seats (4L/3c)—a total with the Chancellor, of 12 in the Lords and 29 in the commons (about 15% and 20% of the possible franchise). With other offices like Keeper of the Seas and Captain of Calais their maximum army is around 840 and they hold 13 castles. Not a bad reflection of their real power—and all from a 'Kid's' game! Just set up those positions and one can see that the north is firmly held by the Nevilles and almost every part of the country is near a Neville town and they have ships available to keep their empire together.

Certain noble houses (Hastings for example) were distinctly second-rate. Their power coming from their own ability in administration or war. Thus these gentry are practically useless *until* they receive the patronage of the King or the great Lords and get a title or an office. Most of the families missed out (apart, perhaps, from de Vere and Hungerford) are of this class. Their more famous members, like John Tiptoft Earl of Worcester—scholar and axe-murderer, were fine soldiers and amazing characters but hardly powers in the land. Thus one often finds sections of the battle-front led by very minor nobles, often clients of the great lords, who do not appear in the game. Remember that they are leading the troops *raised* by the great families so the counter represents the armies rather than the leadership of them.

Perhaps my main quibble might have centred upon the simulation of the battles and sieges. Of course Andrew McNeil has had to represent the battle/siege *and* the preliminary skirmishing in the large areas in each square. As such I think it works, and to alter it may cause a great deal of work for little return. I detail some battles at the end of the article for those who care to test the likelihood of these events recurring.

Overall then we have a very neat system to represent the complex power-structure of Medieval England. For a little more fun and some accuracy one should possibly be allowed to remove titles and offices in Parliament. Many nobles lost offices in times of royal strength (John Neville lost Northumberland, his brother George at various times had York and the Chancellorship removed—with a good deal more reason than his brother). Of course no noble cards can be removed (outlawry), no mercenaries or towns (neither give a damn for Kings), but bishoprics could be removed (it was nearly always possible to find some mistake in installing a bishop, so some expenditure in Rome could result in the opposition faction's client being ejected). Should you try this out I recommend it should require a 2/3 vote as it only happens when one faction is clearly regarded as leader.

This point of royal strength leads one to the greatest, initial, problem in the game for the history buff. That is the representation of the royal heirs as pawns. This causes little trouble with Henry VI who was a born pawn, and Edward of Wales was (a) not grown up, and (b) a nasty little swine when he was. Margaret of Anjou was nobody's fool however. George of Clarence was easily led. Richard of Gloucester seems to have had genuine regard for his brother Edward and never opposed him (although

he did not extend this love to his brother Woodville's children). Richard of York was simply an average noble. Edward of March was both a good diplomat and a fine general, and almost a Renaissance Prince. Edmund of Rutland died too young to matter, or to make his mark. One certainly felt that York should have been a noble like his enemies Suffolk and Somerset. Of course, Avalon Hill has done much to repair this with their two Plantagenet nobles. I would think that the faction should only be able to kill their pawn if they can overcome his personal troops (if they fail he joins another faction).

The more one looks at the game the more one feels that wherever history seems to be disregarded the actual results came very close to reality, even if their working was not immediately obvious. It must be a sign of great skill to design a game to which so little can be added. The Avalon Hill version is recommended for its new rules and the excellent notes and family trees. Oh yes and those new cards and faction markers are really splendid; a well done to the Art Section.

The Thorns on the Roses

or

The Battles of the War

First St. Albans (E5) 22 May 1455—The Duke of York, Earl of Salisbury and Earl of Warwick with 3000 men attack the King and the Earls of Somerset, Buckingham, Pembroke, Northumberland, Devon, Wiltshire (or almost the whole peerage) and 2000 men. Fierce street-fighting was won by well-trained Neville troops. The dead included Somerset, Northumberland, and Clifford, with Dorset (Somerset Jnr) and Buckingham feeling decidedly unwell.

Blore Heath (E3) 23 Sept. 1459—Lord Audley with 6000 men runs into the Earl of Salisbury with 3000 and gets whipped!! Audley is killed and John and Thomas Neville are taken while pursuing.

Northampton 10 July 1460—Warwick assails a defended position and is only victorious when Lord Grey deserts and lets him in. The dead include Buckingham and Shrewsbury. Henry VI is recaptured (freed by York after St. Albans).

Wakefield (C4) 30 December 1460—Actually fought outside of Sandal castle. York attacks Lancastrians who have twice as many men. Clifford holds this attack while Rosse and Wiltshire surround him. York and Tom Neville are killed, Rutland executed by Clifford, and Salisbury executed by the Bastard of Exeter (no that's not an office!).

Mortimers Cross (E3) 2 Feb. 1461—Welsh forces under Tudors (Pembroke) and Butler (Wiltshire and Ormonde) attack Edward of March. Yorkist right is chased off but Edward holds the centre. Lancastrian flanking action is itself flanked and Owen Tudor taken. Owen was father of the Earls of Richmond and Pembroke and grandfather of Henry VII. His major claim to fame was 'marrying' Henry V's widow Katherine of France thus making his sons the uterine half-brothers of Henry VI.

Second St. Albans (E5) 17 Feb. 1461—Warwick with 9000 is attacked in badly positioned entrenchments by the Queen with 12,000 men. John Neville is overwhelmed and Warwick pulls out. The King was re-taken by the Lancastrians. Neville was not executed as his brother had Somerset's brother incarcerated in Calais. Reads like the Godfather!

Towton (C4) 29 March 1461—Prior to this Lord Clifford (Butcher) had been shot whilst taking a drink with his helmet off!

About 30,000 Yorkists were faced with slightly more Lancastrians. Edward, Warwick and Kent (Neville) were being pushed back by Northumberland, Somerset and Exeter (Holland). Norfolk

arrives and takes the Lancastrians in the flank and rolls them up. A huge slaughter follows, Northumberland killed, Devon and Wiltshire are executed. Rest of Lancastrians are getting better at running.

Hedgely Moor (A4) 25 April 1464—John Neville thrashes some Northern Lancastrians including killing Sir Ralph Percy.

Hexham (A4) 15 May 1464—The Lancastrian army breaks before the onset of John Neville. Somerset finally stops running. Roos and Hungerford are also killed. Almost single-handed John Neville has cleared the North.

Edgecote (E4) 26 July 1469—Warwick and Clarence move into England with 15,000 men—ostensibly not as Edward's enemies. Yorkist clients Herbert of Pembroke and Stafford of Devon march to halt him. They argue and Devon marches off with 6,000 men. Pembroke (14,000) is beaten and executed. Devon is taken later and is also topped for his pains.

Empingham (Losecoat Field) (E5) 12 March 1470—A Neville provoked rebellion under some local Lancastrians is stamped out by Edward who discovers documents incriminating Warwick.

Barnet (E5) 14 April 1471—Edward is deposed but returns with Burgundian money. 9,000 Lancastrian/Neville troops attack 8,000 Yorkists. Oxford on the Lancastrian right chases off Hastings, but Richard of Gloucester does the same to the Lancastrian left under Exeter. Due to mutual distrust Oxford flees the field and Edward and Richard concentrate on Montague and Warwick. Warwick and Montague go down fighting, but Oxford and Exeter show a clean pair of heels. Yorkists lose Bouchier and Cromwell.

Tewkesbury (E3) 4 May 1471—6,000 men on each side. Somerset launches a surprise attack on the Yorkist left under Gloucester. Unfortunately he falls into another ambush. Devon and Wenlock (a Neville partisan) refuse to support Somerset and are driven off themselves by Hastings and Edward. Somerset is captured and executed (the third of that title to suffer this fate) but not before he bashes Wenlock's brains out for not supporting him. Margaret of Anjou is taken, as is her son who is murdered/executed (depending on what you believe).

Bosworth (E4) 22 August 1485—The Tudor Earl of Richmond invades at Milford Haven. Richard and Howard, Earl of Norfolk, launch an attack but are not supported by Northumberland or the Stanley brothers (Hit-men by appointment). Richard rides straight at Henry but dies with his boots on, some historians have suggested that the death of Richard's son had made him careless of life. Norfolk is taken and executed, but his brother Surrey is released (a typical Tudor compromise—the iron fist in the velvet glove).

Stoke Field (D5) 16 June 1487—England having nearly run out of nobles moves from the sublime to the ridiculous. John de la Pole Earl of Lincoln (grandson of Richard of York's arch-enemy Suffolk) contrives to be declared Richard III's successor as Richard was his uncle. As befits a Lancastrian representing the Yorkist cause(!) he recruits an army of Germans and Irishmen (under Fitzgerald) and some of his own retainers. To complete the unlikely scenario he discovers a pseudo-Warwick (George of Clarence's son). The whole weird event comes to a complete end in a violent battle with the Germans fighting to the death.

Stoke Field saw the end of the War of the Roses. The last vestiges dying with Richard de la Pole (called "White Rose") being killed fighting for France at Pavia. The conclusions of the list show the game to be very accurate. Especially using the advanced system which allows equal armies to

resolve matters. The loser seldom loses all leaders but they often lost the mass of their armies—this coincides nicely with the loyalty rule where the noble is retained but his awards are lost. I somehow doubt if one could accommodate Blore Heath with a 2:1 defeat.

In conclusion can I recommend "*Warwick the Kingmaker and the Wars of the Roses*" by Paul Murray Kendall, a very fine American historian and no mean storyteller. He lays bare the problems of gaining power if one was not of the blood royal. Full of the feel of the period and a good introduction to the "Great Earl" himself.



★★★★★

KM By Mail Continued from Pg 11

Chichester in the first place to confer his Peace? Should I have announced the premature calling of Parliament at all? And if I hadn't announced it at that time, was the writ still effective the turn after? All in all it seemed a pretty dreadful mess and there was no way in which I could emerge smelling of roses in all players' opinions. In the end I concluded that the trouble wouldn't have arisen if Parliament had been called properly in the first place and I didn't therefore think it was justified to bend the rules in the favour of the player who, however unintentionally, had made the original error. Mick should have held his men in Chichester since there alone they were safe. But it is one thing to justify decisions in a particular set of circumstances and quite another to make a general ruling in advance (particularly on the basis of an inadequate rulebook). Before I start another postal game I must resolve the possible intricacies of Parliament.

Damn. I see I have betrayed myself. I was pretty vague in response to requests for another game when the first was over, not because of the quality and sheer fun of the game but with a wary eye to other commitments. Now I have said I will start another, and hang other commitments. It is a very seductive game, this *KINGMAKER*, and one which I think will be with us for some years to come. My advice to aspiring gamesmasters should be pretty obvious by now:

1. Keep it simple—avoid the temptation to complicate matters by trying to introduce 'realism,' whatever that is;
2. Encourage the atmosphere by insisting on named factions, stimulating the players into writing press releases and using narrative style as much as possible in the reports;
3. Maintain the tempo by imposing short deadlines on the players and short 'turnaround' time on yourself;
4. Keep careful account of the ownership of castles, etc.—it's particularly easy to forget to make the adjustments on the board when a noble is sent to meet his maker;
5. Try if you can to introduce Michael von Haag's 'evil precision,' perhaps in the form of a modified zone of control ruling; and
6. Above all, enjoy yourself!—this game is infectious. The gamesmaster's job is far from a routine slog; it is just as much fun as the players' tasks—and that after all is why we play games.

You won't regret the venture.



★★★★★

Postal KM Mechanics ... Continued from Pg 14

name or number of place. If no path is given, then the unit will be moved by the Herald, generally to the player's disadvantage.

The Execution and ransom sub-rules, loyalty tables and nobles killed provisions of Advanced Battle shall be used. The latter shall be determined by Herald die roll. Combat shall only be initiated at

the request of one or more players, and upon contact, that is both parties, attacker and attacked shall occupy the same square simultaneously.

A player whose movement path is through a friendly town, city or castle; that is one owned by his faction or one through which he has permission to pass, shall be stopped within that place by the Herald in the event that such place comes under siege during the turn. Otherwise, the attack shall not hinder his movement.

Neither battle or parliament shall prevent the movement of other players not involved.

Parliament shall be run by the Herald, in accordance with the rules. Parliament shall be initiated by a player, who shall notify the Herald of his intent and furnish a list of proposed recipients of awards. All other players shall upon notification also furnish a list of proposals.

Underlined moves printed in *JJP* will mean that the order is either impossible or that due to an event card, the noble in question has been summoned to a place different from the intended final location.

Those squares named after a prominent fortification located within, such as: York; shall henceforth be termed York (city) & York Commons to mean the open area surrounding the name position. Movement shall be counted as before whether or not the unit is moving to the commons or the fort; consequently an enemy may order an attack upon the nominal owner, before the latter has entered the fort. To do so, the attacker must be situated within the commons when the noble travelling to the fort enters the commons square, otherwise, the defending noble is considered to have the opportunity to gain sanctuary within.

The loyalty table shall not affect the death of the Dukes of York and Lancaster. Once dead they may only be returned to play when the associated King changes hands.



AREA TOP TWENTY

Rank	Name	Times On List	Rating	Previous Rank
1.	W. Dobson	7	JEB2395	—
2.	R. Chiang	7	FGN2156	1
3.	T. Oleson	8	LMS1945	3
4.	J. Zajicek	2	CFI1930	2
5.	P. Huffman	2	CCB1917	4
6.	R. Wood	5	EFM1901	5
7.	D. Cornell	1	JEB1852	—
8.	J. Angiolillo	1	CEH1842	—
9.	S. Packwood	6	DGE1783	7
10.	R. Leach	1	CEH1761	—
11.	S. Heinowski	6	DFJ1746	8
12.	G. Kilbride	5	DEI1744	6
13.	D. Barker	6	DFI1729	9
14.	E. Alexis	3	EHK1659	10
15.	K. Blanch	1	CDC1645	—
16.	D. Agosta	1	ECE1639	—
17.	C. Todoroff	1	EHJ1634	—
18.	F. Small	1	DDF1594	—
19.	J. Le Jeune	1	DEF1577	—
20.	D. Tierney	1	CCH1534	—

The above players represent the 20 highest verified (11+ rated games) of the 3,000 member AREA pool. Players with an opponent qualifier less than C were not calculated among the top player ratings.

The following AREA memberships have been terminated. No rating points can be awarded for games with these individuals as they are no longer members of the system.

06109-01	58102-01	91789-01
14037-01	60641-01	93555-01
45208-01	70601-04	CANAD-02
46556-01	73139-01	OVERS-07

KINGMAKER BY MAIL

By Don Turnbull

Don Turnbull has more qualifications for discussing postal KINGMAKER than his British heritage. Don has been an active postal player of a number of games from the year One and his exploits among fellow AHKSers with his own fan 'zine ALBION were so well thought of that editorship of the first (and only) 50 issues of that international classic won him accolades as the winner of the first "Charlie" in the 1974 voting for the Charles Roberts Awards Hall of Fame. More important for our purposes here however, is that Don was the gamesmaster for the first game of postal KINGMAKER played in Britain—the birthplace of KINGMAKER. Don doesn't really lay down the law as to how to proceed in a postal KM game but his general advice on the subject should be prerequisite reading for all potential gamemasters interested in bridging the gap between postal DIPLOMACY and KINGMAKER.

Fashions come and fashions go—but if a multi-player game is to have any chance of lasting success in the UK it must lend itself to postal play. Nowadays face-to-face meetings of kindred spirits are quite common—the twice-yearly AHKS Europe weekends, Ian Livingstone's Games Day, Malcolm Watson's 'Orgies' and a whole range of others including the drop-in-and-play service operated by some specialist games outlets. But it was not always so. In the bad old days, when Avalon Hill was the only 'proper' games producer and Baltimore the only Mecca, the few UK enthusiasts were spread very thin across the country and face-to-face meetings were rare. So the arrival of a new game (itself a rare occasion then) prompted immediate appraisal of its postal possibilities; if postal play proved impossible, or even merely awkward, the game might well be put on the shelf and forgotten after a few solitaire experiments.

The JUTLAND postal team game—now sadly without support: I wonder if it can be resurrected?—was born in this way and proved an exciting, though long-winded, battle of wits for 6-10 players. The Gamescience BATTLE OF BRITAIN had more success and I believe some games (2 players with or without a third party acting as monitor) are still in progress after 5 or more years. AH Management had a brief, and unjustifiably inglorious, postal career but there are hopes that it will see the light of day again in its new guise of BUSINESS STRATEGY. The multi-player postal game provided an interesting diversion from the two-player STALINGRADS, BULGES and D-DAYS which reigned supreme.

UK magazines now offer a wide range of postal multi-player games including DIPLOMACY and its variants, ORIGINS OF WORLD WAR II, ELECTION, David Watts' excellent RAILWAY RIVALS, the AH STOCK MARKET Game and BUSINESS STRATEGY, EN GARDE and a pretty dreadful thing called SOCCERBOSS. Oh yes—and KINGMAKER. Old habits have died hard.

The first appearance of KINGMAKER was something of a shock; excellent concept, excellent playing board of which the AH version is rather a pale imitation I'm afraid, excellent game equipment, but lamentable rules with more holes than a sieve. Those who have suffered at the hands of Philmar's first edition rules will remember the light-headed feeling they induced. But the game itself had such potential and those were the only rules we had to go on. So after late-night battles at one of the excellent AHKS Epping meetings, and encouraged by enthusiasts of like mind about the game, I set about devising a postal version and asked for

volunteers. In April 1975 the first postal KINGMAKER game was under way starring well-known AHKS-ers Alan Youde, Bob Stuart and Robin Hood (he's not kidding-ed.), with Clive Booth, Mick Bullock and Michael von Haag joining the fun from a background of DIPLOMACY games in my COURIER magazine. (Incidentally, I little knew what I was starting—both Robin and Clive are now running postal games in their magazines; like any other self-respecting germ, the KINGMAKER bug has started to spread).

In devising postal rules it was important to pull together views on how to fill the gaps in the Philmar rules. Unfortunately I didn't have the pleasure of meeting the designer, Andrew McNeil, until the game was under way, and I found that in filling those gaps I had unwittingly lost the spirit of some of his original intentions. Particularly I had failed to grasp that he had virtually ignored the time-space factor as a deliberate policy; his concept of a variable length of turn was quite foreign to me—brought up on zones of control and terrain effects charts—and I regretted one or two of the rulings I had devised too late to change them. The main difference was my ruling that a noble had to reach the designated Parliament venue in his normal move rather than by the instantaneous transfer Andrew had in mind. I think we agreed that the difference was in practice unimportant—but I wish I had met him and read the second edition of the rulebook before starting the game.

I made myself very unpopular in some quarters with my 'anonymity' rule, another rule devised especially for the postal game; without being too defensive, let me explain... First, I am quite convinced that a postal version of a game can differ significantly from the face-to-face version without detracting from the spirit of either game; I would defend to the last ditch the right of a postal gamesmaster to adapt the basic rules so as to permit exploitation of the postal dimensions; simultaneous movement is an obvious example. It also seemed to me important in a postal game to emphasize the need for inter-player negotiation—the 'diplomacy element'—since a multi-player postal game would be pretty dull without it. In postal KINGMAKER movement had to be simultaneous in order to keep the game to a reasonable length anyway so players would not have the complete information which is available to face-to-face players and inter-player negotiation would be vital if any cooperative play was to take place (which it should!) In addition the period of history we were dealing with was a pretty chaotic one; communications were difficult at the best of times, plague (and other unmentionable diseases) was rife, men would not turn up for a battle if they had something better to do (e.g. the battle of Barnet which was only partially attended, much to the profit of local whorehouses) and uncontrollable events dominated any campaign. I later found I had correctly guessed Andrew's 'feel' of the game in this regard—a mixture of spice, gall, subtlety and chaos.

So I decided to keep secret the ownership of nobles. Each player would know which nobles he controlled and which title, office, gang of archers, etc. each of his nobles had. Everyone else would know that particular titles and offices had been assigned to particular nobles, but would not know who controlled those nobles. Everyone would know where each noble was at any given time but would have incomplete information about other players' hands. If player A wanted to know which nobles were controlled by player B and how strong those nobles were, he had somehow to cajole player B into giving up his secrets, and no doubt player B would

put some sort of price on the information. An alliance would at best be an uncomfortable partnership and the opportunities for deceit and treachery were endless.

I suppose this was rather a selfish rule since it made the game much more fun for me as gamesmaster and gave me great delight in the confusion it caused. At the end of the game some players suggested its removal and the publishing of more complete information; others wanted to retain the rule as adding desirable spice. Despite the opposition, I still believe the anonymity rule is a good one in the context of this game and am glad to see that other gamesmasters agree. One might even call the rule vaguely realistic. It did have its unexpected side-effects, though; if a noble stayed put for a while, either because the controlling player wanted it to or because he had forgotten he was in control (which did happen) everyone was apt to assume that the noble was their own lost sheep, and for one game turn I had no fewer than four different players writing orders for the same noble. Serves me right since I then had to do some careful checking myself. Of course there was at least one player who felt it would be in the spirit of the game to try to confuse me by deliberately ordering nobles belonging to other factions; in a way he was right—amongst the game's attractions are uncertainty, mayhem and downright dishonesty—and it kept me on my toes throughout.

The postal game required other rule adjustments but many of these were later incorporated into the second edition Philmar rules and the AH rules anyway. Board coordinates were not used but areas were identified by place name (York, 2 west of Masham, 1 south of Chillingham, etc.) Movement was broken down into five movement phases per turn so players had to order their nobles' exact routes and could pause in certain phases of their choice if they did not want to use full movement. Battles took place when nobles of opposing factions landed in the same place in the same movement phase, and survivors could continue their ordered movement after the battle. Players kept me informed on their 'friendship' and 'trespass' intentions. Nobles of different factions entering the same space at the same time did not do battle if all controlling players had declared 'friendship' with each other (this led to some fine misunderstandings and a lot of deviousness). A noble could enter a town, castle, etc., controlled by another player if the latter had permitted 'Trespass' to the former. Battles were reported openly though factions were not mentioned and the nobles' total strengths were kept secret. Nobles' titles, offices and religious were announced to all but holdings of ships, mercenaries and towns were kept secret. Six events cards (one for each player) were drawn at the end of each turn after new noble cards had been allocated; the results were announced openly (e.g., a noble called away to deal with a revolt) or secretly (e.g. a faction getting a free move card) as appropriate at the end of the report for that turn. If two or more events cards called the same noble to two or more different places I resolved the conflicting demands on his time at random to determine to which one he would react. I wondered whether it would be possible to penalize a noble unfortunate enough not to be able to deal with all the demands upon him—what would the good people of England think of a noble who let a couple of riots proceed unchecked because he was messing around somewhere else? But I could not see how to levy such penalties so had to let such a noble get away with inefficient government.

If the King were called away by events cards, and failing instructions to the contrary from the controlling player, I took with him the strongest noble from the group he was with; if that noble was also called away I took the next strongest, and so on down the line. As a converse, if the most powerful noble in a group controlling a Royal was called away, he took the Royal with him but no one else could go along for the ride. This ruling caused great fun or annoyance, depending on point of view. At least twice during the game the King was called away in one direction and all the nobles in the group he started with were called away in others, leaving the King uncontrolled and up for grabs. (The later version of the rulebook specifically prohibits this, I think to the detriment of the postal game). I ran into some criticism in this respect, too—but would do it again. As Alan Youde pointed out in his end-of-game comments, one of *KINGMAKER'S* many attractions is the rapid and unexpected changes of fortune of any one player—no one is out of the game until the bitter end (and perhaps this justifies the presence of so large a luck element in the conflict mechanics). This rule contributed a great deal to player-interest and though those who suffered from it thought it a bit harsh, not unnaturally, I would retain it in the future as an essential ingredient.

Finally, and omitting minor rule changes and clarifications which will be obvious to anyone running the game, I adopted my usual irritating habit of announcing that I would invent rules to cover unforeseen situations as they arose, asking players to trust my discretion. They did—they had to: they had already paid the game fee . . . Actually there was only one such occasion—a complex business involving a premature calling of Parliament and doubts about the King's Peace. I will return to this later.

The game itself lasted sixteen months real time and 29 turns were played. I remember it as a fascinating and hilarious business and I was glad to see that the players agreed (despite the anonymity rule) in retrospect. The one problem which emerged in the postal game was the difficulty of bringing enemies to combat. As Michael von Haag put it:—"In face-to-face play one can decide to double-cross, then stab with accuracy (preferably while the enemy is in any case lying down). In postal play it means marching up hill, down dale, snicker-snacking with one's vorpal blade every which way—usually, in my case, with no result or otherwise finding I had inadvertently challenged some mug with a shoe size twice as large as mine. How to introduce an evil precision into the postal game I'm not sure, but I'd like to see it done." As for the shoe size bit, I think that is a risk a player must accept (and anyway the outcome of a battle doesn't always depend on relative strengths) but I wholeheartedly agree with the rest (and I like 'evil precision'—exactly right for this game). Some sort of modified zone of control ruling, whereby a noble's influence extends to all squares bordering on the one he occupies, may be the right answer. I must brood on this and would welcome suggestions.

I made several errors in gamesmastering, mainly because of failure to keep track of who owned which castle. As Bob Stuart characteristically puts it: "Was it not by some wet-weather wizardry that you prolonged the game? When you resurrected some noble in one of my castles, did I complain? When you dropped my best friend into the moat, did I not accept?" As it happens, I don't think my errors affected the course of the game or its outcome, but gamesmastering was quite a tricky job and I would advise aspiring gamesmasters to make sure they are going to have plenty of time to give the task.

Incidentally, you mustn't take Bob seriously—he won the game and had nothing really to complain about anyway. I would not however commend to

players his early tactic of attacking unoccupied castles: this may serve to blazon one's strength abroad to other players but it is a dangerous business, particularly for a player who controls relatively few nobles. Nor would I agree with Bob's supposed 'advice' to future players-by-mail, written with tongue firmly in cheek: "Do nothing lads: gradually all the flower of England will be yours—dished out of that crown pack." It should be recorded that Bob rarely does what he says he does—strong men have been known to pale on learning, usually the hard way and too late, the extent of his craft and guile.

In my view, no postal report is complete without good press releases; aspiring gamesmasters should, I believe, encourage them. From the mass of press releases provided for the game I select but two—they are of little relevance to the game itself, nor need they be, but postal gaming is an entertaining business and gamesmasters should encourage press releases of *quality* for the sake of sheer entertainment. First some enigmatic Welsh stuff from Alan Youde:

"**HARLECH:** Myfanwy and Daffyd. It is agreed, then. Only when and where remains to be decided. Bethan and I for may come. Iorweth." Second, a dramatic contribution from Bob Stuart whose nobles had failed to unite at Fotheringhay, as planned, because I couldn't read Bob's orders:

Playlet—'He Does It Again'. Scene—Fotheringhay Castle. Hastings, Earl of Essex, sits with Berkeley, Archbishop of York, before the fire in the Great Hall. Each sharpens his dagger.

Berkeley: What be that ringing noise?

Hastings: Bells, I expect.

Berkeley: It be that new-fangled invention the telephone. (Berkeley, with knowing look, answers the telephone).

Berkeley: Hello. This be rightful occupiers of Fotheringhay.

Caller: This be Mowbray.

Berkeley: Where art thou?

Mowbray: Haven't a clue. B . . . Wizard of Wrong Directions has been at it again. I told Wizard to fetch me up one west of Belvoir—silly b . . . has struck me in the middle of nowhere. West of Nottingham? That be Tutbury . . . oh b . . .

Berkeley: Were you planning on coming to tea?

Mowbray: Nay—was coming to belt thee one. Now I be going to Cambridge and belt him one.

Hmmmm.

I think it adds to the atmosphere too for players to name their factions. The best name in my game was Alan Youde's Wigan Peers, but unfortunately that is an English in-joke, and Michael von Haag's La Belsize San Merci (he lives in Belsize Park) is my second favourite.

What of the game itself? Well, others' games can be boring for the onlooker, but anyone who wants a turn-by-turn account can obtain it (at a modest price) from me at 5 Greenlands, Red Cross Lane, Cambridge CB2 2 QY, England. The swing of fortune in a postal game seems for some reason more marked than in face-to-face games. Perhaps this is because of the tempo generated by the simultaneous movement and the simultaneous effects of six events cards. But I for one enjoy the postal version more than the face-to-face, particularly if there are four or more players. The problem with all sequential movement multi-player games is for each player to maintain interest while awaiting his next turn; happily this problem is absent in the postal version. It is important to maintain the pace of the game, first by insisting on short periods between moves, during which time players must conduct their diplomacy and plan strategy, second by ensuring swift adjudication; nothing kills a postal game more effectively than

lengthy delays by the gamemaster between the deadline date and the mailing of reports to players. The sheer momentum of an on-going *KINGMAKER* keeps interest alive even in players whose fortunes are currently at low ebb, and that's the way it should be.

I believe there is still some unresolved confusion about Parliament in the postal game and can best demonstrate this by reference to one incident in my game which nearly caused some harsh words between Mick Bullock and myself. Right at the start of the game (and working only from the first, very inadequate, rulebook) I had ruled that Parliament could be called at the end of the turn in which the King and the noble from the supporting faction, summoned by writ, reached the designated Parliament venue; the actual handing out of cards from Chancery would take place at the end of the subsequent turn. This gave other nobles one turn to get to Parliament by normal movement if they wanted a chance to get some goodies. Two Parliaments had been successfully held by this method when on turn 22 Mick Bullock, who had a long suit in nobles and who controlled the King but who had little in the way of titles and offices, sent his six nobles with the King to Chichester and summoned Parliament there. The trouble was that the writ was served on Bob Stuart's Bouchier who wasn't in Chichester at all but was somewhere down near Pevensey. This meant that Mick had been a bit premature in his announcement (and perhaps I shouldn't have printed it) so I pointed this out to the players, saying that I would confirm in the report on turn 23 whether Parliament would be held or not and that any cards would be distributed at the end of turn 24.

In turn 23 Mick compounded his error by moving his six nobles and the King *away* from Chichester to Farnham, instead of awaiting the promised arrival of Bouchier at the Parliament venue. Bouchier arrived in due course, but finding neither King nor King's peace in Chichester, slew Talbot (Clive Booth in possession—another of Clive's bad turns of fortune) who had arrived expecting peace and goodies but finding only an untimely end at Bouchier's blood-stained hands. I reported all this and said that Parliament would be held in Chichester on turn 24 as announced so long as the King returned there; if not there would be no Parliament and no King's Peace. My logic, in respect of turn 23 or turn 24 for that matter, said that the King's Peace couldn't be in Chichester if the King himself was elsewhere.

Turn 24 was, for Bob if no one else, the high spot of the game. Having no intention of going to Parliament or any other such silly business, Bob ordered his force north out of Chichester to meet Mick's six nobles and the King who were duly heading south again. Despite having six nobles, Mick's total strength was only 120 against Bob's strength of 260 in three nobles. The outcome—six dead nobles, Hastings in control of the King, no Parliament and no King's Peace again (which surprised the two nobles in Chichester into attacking each other, this time with no result). One of the bloodiest turns of the game, and the one which almost certainly secured Bob's eventual victory.

I have pondered long and hard about this series of events and my rulings. Was the writ, despite its premature issue, effective enough to keep Bouchier waiting for the King in Chichester until the latter decided to turn up—in other words was Bob allowed to move his Bouchier, Hastings and Percy out of Chichester to intercept the King? Was Mick right to expect the King's Peace on his way to the Parliament town, one turn late, if the King wasn't in

POSTAL KINGMAKER MECHANICS

By Will McCullam

Will McCullam goes Don Turnbull one better and spells out the postal KINGMAKER rules he uses in his fan 'zine JPP. He even goes so far as to provide us with a postal version of the map with named areas and sea squares which should be of interest even to KM players with no plans to defy the postman.

An undeservedly neglected masterpiece, Huizinga's *The Waning of the Middle Ages* is the best source for background to *KINGMAKER*. It is the synthesis, the crystallization of a lifetime of work at the University of Leyden in the field of history of that period. (Most public libraries have a copy or two). Huizinga's central thesis is the contrasts in medieval life. In other words he believes that people experienced life more intensely because of the contrast between bodily cold and comfortable warmth; hunger and well-fed; sickness and health; love and rejection. The waning of the middle ages is seen as a process of erosion of the distinctions between those extremes. Certainly the return of the summer sun and the exquisite perception of spring no longer move us as they once must have done.

At that time, society distinguished a superior class known as the nobility or aristocracy. It is commonly held that this distinction is based on land tenure, but it does not seem unfair to postulate that the real basis for the distinction of nobility was grounded in the willingness of certain individuals to face death. An aristocrat thus is someone who is not afraid of death for honor or loyalty or even sport. More to the point, an aristocrat is someone who, in an age of violent extremes, is ready to exchange the perception of life for the stone cold tomb.

The young Pole, Duke of Suffolk, wasted with sickness, could barely stagger to the front line in his battle armor at the battle of Agincourt. Subsequently he was cut down in the first French onslaught. Yet his place was with his King in the line. He was Duke of Suffolk because he was in the line and died and he died in the line because he was Duke of Suffolk. To our minds it is almost inconceivable that a man would throw away his life in this fashion; it is no longer chic; it embarrasses the modern mind; yet these are the rules of the game.

It is this boldness, resolve, confidence, or willingness to accept risk which can make *KINGMAKER* a really exciting game, but which is too often lacking. Postal games, at least in the States, particularly suffer from timidity, some of which may be due to unfamiliarity with the rules, which are different from most "war games". Hopefully this will change since now postal *KINGMAKER* has about as much excitement as checkers matches between seven year olds. One of the seemingly least understood rules is the loyalty tables for killed nobles, which allows their family to replace subject noble, effectively returning the lost unit to the player.

On the other hand, perhaps *KINGMAKER* isn't really a war game at all. Certainly there are a multitude of alternative winning strategies. The original form of each game is determined by the distribution of "Crown Cards" in some random fashion. These cards represent nobles, titles, offices, ships, mercenaries, and the like. The possible mix of 12 random cards is practically infinite. Even relatively weak nobles can be assigned an ennobling title card, changing their characteristics and opportunities. Essentially each 'hand' is played differently.

In postal play there is very little resemblance between games played in different 'zines since there

is no convention yet on the distribution and holding of these Crown Cards. The big difference is in whether the cards are held 'blind' or not. Don Turnbull's first postal game in the U.K. started the convention of holding all crown cards blind, that is, no player knows who owns any nobles in play, except for his own. Most U.S. 'zines have followed this practice, however, *JPP* identifies all cards in play and only blinds crown cards held unassigned, i.e. not in play. Also, it has been customary to augment an original distribution of say, 12 cards, by periodic distributions from the crown deck, but *Beaucoullon* has recently initiated the practice of distributing all crown cards at the commencement of play. There are only minor differences among the various 'zines apart from the above, such as distribution of event cards, or whether the earlier "English" or newer Avalon Hill version is used. Apparently there is still some snob appeal in owning and even playing postally the former, which is silly, since the AH version is a much better game. In any case, these are questions of detail compared with the cited differences in crown card distribution and holding; which have a really profound effect on the course of the game.

Well, we have drawn a 'hand'; what now?

Some cards, of course, are far stronger than others. The office: "Chancellor of the Tower of London", for example, not only confers control of London, and King Henry, but also an enormous army. However, all of these advantages do not of themselves confer victory. Rather the contrary, for the inherent security one feels with this position is more spurious than real. This relates to the other players. For face-to-face play, it seems that the ideal number of players is four; five for postal play to compensate for missed moves. Too many players results in impossibly weak factions. In this situation, the above becomes almost an automatic position. At the same time, the above can become a most dangerous position in postal play, since it will be assumed that the Chancellor is in play and anyone venturing near London will be suspect—and hence ganged up on. It is vital to be aware of what your opponents have; or what cards are in play; frequently it is more useful to deny them opportunities than to develop your own hand. For example, it is always better, when given the choice, to capture a city controlled by an opponent, then to capture a neutral city. The former not only gives you four votes in parliament, but almost as important steals four away from the enemy. Even a card such as the Warden of the Northern Marches, which is considered a weak card, since the holder is called to the north frequently by event cards can be the basis for a strong position. The north is not favored; yet there are four towns north of the Tees available to the Warden, that's 12 votes, and a further four towns and one city north of the Trent. A grand total of 28 commons. This may be a unique advantage; for the Chancellor of England really cannot be risked besieging towns, whereas other cards are well adapted to this endeavor. The vital point is to suit your strategy to the potential which exists within your hand. For someone with a bunch of untitled nobles, ambushes may be particularly profitable; if a 10 point noble ambushes another worth 300; the odds are either 6-1 by the die, or 10-1 against by the event cards; whereas the payoff is 30-1.

Surprisingly few problems seem to have arisen in postal play. Notably the seeming invincibility of the

Name Grids for use in Postal KM

HOME COUNTIES	NORTHUMBERLAND (No. of R. Tees)
1 Widmerpool	1 Otterburn
2 Grimsby	2 Hexham
2A Grimsby	3 Dunstanburgh
3 Wolverhampton	4 Flodden
4 Evesham	5 Solway Moss
5 Bosworth	6 Clifton
6 Stamford	7 Wigton
6A Desborough	8 Alston
7 Market Deeping	9 Wetheral
8 Long Sutton	10 Brampton
9 Wisbech	11 Bellingham
10 Aylsham	12 Peel Fell
11 Beverley	13 Sunderland
12 Rushden	14 Gateshead
13 Huntingdon	15 Wolsingham
14 Peterborough	16 Consett
15 Guyhirn	
16 Outwell	
17 Ely	
18 S. Ives	
19 Lowestoft	
20 Ledbury	
21 Banbury	
22 Buckingham	
23 Aylesbury	
24 Bedford	
25 Dunstable	
26 Gloucester	
27 Newport	
28 Cirencester	
29 Bampton	
30 Saffron-Walden	
31 Marlborough	
32 Reading	
33 Chelmsford	
34 Southend	
35 Watchet	
36 Glastonbury	
37 Stonehenge	
38 Basingstoke	
39 Guildford	
40 Wilton	
41 Yeovil	
42 Sherburne	
43 Blandford	
44 Cashmere	
45 Ringwood	
46 Lymington	
47 Aldershot	
48 Petersfield	
49 Reigate	
50 Dorchester	
51 Lyme Regis	
52 Bognor Regis	
53 Brighton	
54 Lewes	
55 Tunbridge Wells	
SEA SQUARES.	THE MIDLANDS (Trent to Tees)
1 North Channel	1 Morecambe
2 Morecambe Bay	2 Newton
3 Solway	3 Clapham
4 Ballyleige Bay	4 Settle
5 Irish Sea	5 Hellifield
6 Ribble	6 Buckden
7 S. George's Channel	7 Pateley Br.
8 Cardigan Bay	8 Grassington
9 S. David's Head	9 Ripon
10 Carmarthen Bay	10 Egremont
11 Lundy	11 Borrow Dale
12 Bristol Channel	12 Shap
13 Scilly Straights	13 Wicliff (No./Richmond)
14 Cornwall Bay	14 Ravenglass
15 Lyme Bay	15 Hawkshead
16 Guernsey	16 Kendal
17 Tor Bay	17 Reeth
18 Jersey	18 Darlington
19 Solent	19 Yarm
20 Eng. Channel	20 Stockton
21 Beachy Head	21 Scarborough
22 Bay of The Seine	22 Longridge
23 Straits of Dover	23 Burnley
24 Dieppe	24 Bramham Moor
25 The Downs	25 Leeds
26 Hollesley Bay	26 Shipton
27 Aldeburgh	27 Blackburn
28 Yarmouth	28 Barup
29 The Wash	29 Halifax
30 North Sea	30 Liverpool
31 Firth of Forth	31 Wigan
	32 Manchester
	33 Ashton
	34 Penistone
	35 Doncaster
	36 Macclesfield
	37 Flash
	38 Sheffield
	39 Bakewell
	40 Southwell
	41 Ripley
WALES	DEVON
1 Colwyn Bay	1 Ilfracombe
2 Flint	2 Lynton
3 Nevin	3 Buck's Cross
4 Pen-Y-Groes	4 Barnstaple
5 Bettws-Y-Coed	5 Torrington
6 Bycchaw	6 Chulmleigh
7 Mold	7 Tiverton
8 Bala	8 Boscastle
9 Ruthin	9 Holsworthy
10 Wrexham	10 Torquay
11 Dolgelly	11 Fraddou
12 Llannwchllyn	12 Liskeard
13 Cross Foxes	13 Launceston
14 Oswestry	14 Brideslowe
15 Machynlleth	15 Tavistock
16 Newton	16 Camborne
17 Welshpool	17 Falmouth
18 Much Wenlock	18 Lizard Point
19 Aberystwyth	
20 Ponterwyd	
21 Mortimer's Cross	
22 Lampeter	
23 Llandovery	
24 Llyswen	
25 Vowchurch	
26 Fishguard	
27 Carmarthen	
28 Handysul	
29 Merthyr	
30 Tydfil	



Dukes of York and Lancaster cards. In *JJP* games, neither is considered responsive to the loyalty table and once killed, are considered to remain dead until the heir or King associated with them is killed. *JJP* has published a map assigning names to all the blank spaces. This is also used by *Beaucoullion* however, the map is really more complicated than necessary, and the number of squares could be reduced by half without changing the character of the game. Unfortunately the advanced battle rules are not used much. No doubt they seem complicated when compared with the easier stacking and odds; however, they are very reasonable and add a degree of verisimilitude that is otherwise lacking.

Hopefully a more aggressive spirit will soon become evident in postal play; at least the thing seems more enjoyable bashing heads.

The following is believed to be a complete list of current publishers of *KINGMAKER* postal 'zines in the U.S.

The Ninth Circle—\$4.50—David Bunke, 5512 Julmar Drive, Cincinnati, Ohio 45238

AHIKS—must be 21 or over to join—Omar DeWitt, 547 Riverside Drive, Elizabeth, N.J. 07208

Khazad Dum—The oldest *Kingmaker* 'zine in the U.S.—William A. Clumm, R.R. #1, Amesville, Ohio 45711

Beaucoullion—\$4—Dick Trtek, 2728 SE Main St., Apt. 1, Portland, Ore. 97214

JJP—\$6—Will McCullam, Fairmount Rd., Newbury, Ohio 44065

Canterbury Tales—Players only—Stephen Hall, 4405 South 36th St., Arlington, VA 22206

HOUSERULES FOR POSTAL KINGMAKER

Advanced battle rules will not be used. The Gamesmaster, henceforth called Herald shall be the sole arbiter of play

There shall be five players, each receiving 12 crown cards, which will be identified as belonging to each player. Initial dispositions shall be published separately and additional distributions of crown cards made throughout the game. These latter may be blind, that is held secretly by the players, however once assigned or put into play, they shall be published as belonging to the appropriate player.

Only one event card, applicable to all players shall be drawn each turn. Non-event cards (such as Free Move) shall be assigned to a player and another drawn, until an event card is drawn.

Players who fail to submit moves shall forfeit their turn, and any player who misses two consecutive turns shall be liable to forfeit all crown cards.

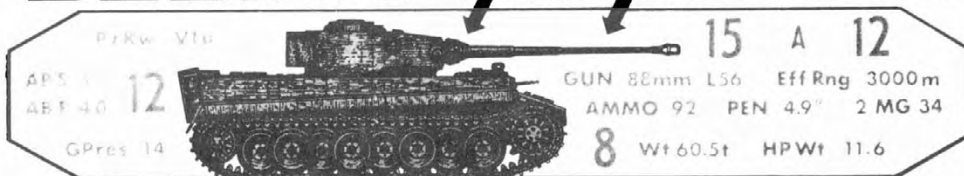
All play will be simultaneous, by phase: 1) Ransom/Execution; 2) Movement; 3) Combat; 4) Assignment of Crown Cards. If a parliament is called, it shall substitute for the combat phase.

If two or more players order their units to a fortified position or other identical objective then the player whose units are closest shall be considered to have priority. If both players are equidistant from identical objectives, then land movement shall have priority over sea movement, and the larger force over the smaller. Road movement shall be considered as one square distant. If two players order their units to identical fortified objectives and the priority force achieves his objective, then the second player shall be placed in the open adjacent to the objective. If, however, the first player fails in his siege, then the second player shall be deemed to have an opportunity to besiege the place, without having to contest with the force of the first player.

All movement orders shall be specific and referenced to attached map, stating place of beginning, intended path, and final destination by

Continued on Pg. 9, Column 2

DESIGN ANALYSIS



KINGMAKER RULES EXPLANATIONS

By Mick Uhl

After a two year existence in America, *KINGMAKER* still retains a large popularity and even "cult" status as evidenced by the large registration for the *KINGMAKER* tournaments in the last two ORIGINS conventions. Being the chairman of both tournaments, as well as the developer of the game, I began to discover several common misconceptions and misinterpretations of the rules. In part, this is a result of the "assumptions" developed from the English version, and in part due to the compromise nature of the rules, which tend to be short for general consumption, but carefully worded for completeness. As a result, there is too much emphasis on individual definitions of key words and phrases. If one person's or club's definition is incorrect, the eventual interpretation of the rule is the same. This article hopes to clear up most of these misinterpretations. Omissions in the rules will also be listed.

1. In two areas of the board, it is difficult to tell whether a road is blocked by or bypasses a town. These two locations are at Shrewsbury and London. Considering the effect of "playability" and "play enjoyment", I feel that both Shrewsbury and London control all roads running into their square and hence block all movement through the square along these roads.

2. a. There has been some difficulty determining a noble's capabilities in alliance. To clarify this, it is extremely important to understand the sentence, "IMPORTANT: No counter (Noble, royal heir or ship) can ever move or attack in more than one round in a turn" on page 9 of the rules. This sentence means that a noble who moves and/or attacks in his turn cannot do either in another player's turn in the same round, even if there has been an alliance formed in between. A noble can defend in his turn, then ally and defend again with the allied noble(s) in another turn of the same round, though. The alliance must be made before the attack is announced in order for the alliance to apply in defense. In subsequent rounds, the allied nobles can move and attack together by choosing one overall commander for each group operating together. A commander is not needed for allied nobles to defend together. Unfortunately, a contradiction to this rule appeared in my Development Notes in the *GENERAL* 13.3, question 13, and should be disregarded.

b. It is not necessary to choose an overall commander when making an alliance. It is necessary to do so, though, if any of the allied nobles are to move and attack together (not defend). A commander, once chosen, can only be voluntarily changed if all the nobles to operate under the commander are present in the same square.

3. To implement the Optional Victory Conditions, it is essential to have a majority of the total vote in Commons, not just a majority of the vote in play or in attendance. This is a fixed figure of 79 votes. This is not true in the Lords, there it is only necessary to have a majority of the vote in attendance.

4. Because of the cut of the map, it is difficult to determine whether a ship can sail around Penzance in the southwest tip of England. Of course, a ship

cannot sail around Scotland on the northern edge of the board, but a ship can sail around Penzance. Consider the town enclosed in one sea square.

5. There still seems to be difficulty in determining from which sea square to enter a port. Consider each coastal sea square as a four-sided figure of which one or more sides are coast. A port that is located along that section of coast can only be entered from that sea square. Therefore the same section of coast cannot form the side of more than one coastal sea square. The problem is in determining within which section of coast some ports are located. The sea square whose coastal border is closest to the anchor symbol of the port in question is the correct square. There are two exceptions. Calais borders the sea square at F-6 and Pevensey borders the sea square at G-5. It is recommended, as an aid, to take a red marker and color a section of the white coast closest to the port to indicate its exact location. Note above the letter "R" of Rochester that there is a black line breaking the Thames estuary to London. That should be taken as a separation of the sea lane into two squares. It would therefore take a complete move of 5 squares to move out of the port of Caister into the port of London. It is appropriate to remind you at this point that the town of Preston is a port.

6. Some question has also arisen as to whether an attacking force is immune to capture if it attacks. This is not true. If a force of 50 attacks a force of 100 in battle and a majority, 5 to 4, 3 to 2 or 2 to 1 result is chosen the defender wins the battle and captures the attacking force.

7. Some people have questioned exactly what areas on the game board are defined as part of England. All islands and land masses except the continent and Calais, Scotland and Ireland are part of England.

8. Another frequently asked question is who can be forcibly summoned to Parliament by a "writ". Any noble on land or at sea as well as on the mainland can be summoned. Passengers at sea can only ignore "Raid and Revolt" and "Embassy" cards. A noble "under siege" or on an island without a ship cannot respond to a "writ". A ship can be loaned, voluntarily or involuntarily, to bring the noble to Parliament only if that ship has not moved at any time previously during the round. This is to comply with the "one move per round" rule as stated in 2a above. I think an additional restriction is in order. A noble in refuge on the Continent or in Scotland (see Optional Event cards in this issue) cannot be summoned by "writ" whether a ship is available or not.

9. Nobles summoned to a fortified city or town for Parliament do not have to be in the town or city (i.e. ignore "Plague") to attend. Any nobles in the friendly faction may enter, though.

10. One final question often arises. What happens to a ship(s) carrying passengers which is forced into an unfriendly or neutral port, and a siege cannot be conducted or is unsuccessful. The passengers end the turn in the square in the open, but the ship(s) itself must remain in the port until the port becomes friendly.



MORE KINGMAKER SURPRISES

NEW EVENT CARDS FOR KINGMAKER

By Mick Uhl

Mick Uhl is the fellow who sold the brass at Avalon Hill on the merits of KINGMAKER—mainly by playing it night and day nonstop for 6 weeks until we agreed to publish it . . . hmmm, do I see a pattern developing here—first KINGMAKER, now RAIL BARON. Who is that masked man anyway? As developer of the American, that is to say Avalon Hill, version of the game Mick is the logical guy to pass judgement on add-ons and variations of the popular multi-player game. Besides, he has to answer the nut mail anyway . . .

Across the table sits the last remaining varlet between you and the throne of England. That is, between your Royal heir and the throne of England. You, of course, will serve in an advisory capacity only. Little does this scurrilous cad know, but two months earlier you made a secret compact with Percy (i.e. you drew his noble card from the Crown deck a couple of turns ago) to aid in the cause of your claimant (i.e. you are about to play the card) in order to crush his faction (i.e. with Percy you've got a 4 to 1 majority) and triumphantly enter London.

But wait! You have analyzed your plans to the last detail. Nothing can go wrong. So why is this pheasant (i.e. English turkey) smirking and laughing in your face? You just drew a "Treachery" card from the Event deck and have lost Percy to the Crown deck. A "Treachery" card? Where did that come from?!

Hear Ye! Hear Ye! Are you tired of seeing the same old plagues? Does watching your best noble answer the same Raid and Revolt (don't those peasants ever take time out for a meal) provoke a strong desire to do some raiding and revolting of your own on the Event deck. Well, your troubles are over. Now available for the first time is an alternative. Try stuffing the Event deck with some new surprises.

Presented herein are new Event cards that you can add to the Event deck to rejuvenate your KINGMAKER game. We suggest, however, that you warn your opponents of these additions before starting play or you may just find a sudden escalation of the war to a more modern setting.

These new Event cards are a result of the suggestions of three people, Stephen P. Herchak, Craig Ransom, and Arnold Blumberg. These cards will be, basically, handmade although players may adapt blank Event cards in their game or purchase new sets of these special Event cards plus blank cards from AH. The new Event cards are shuffled into the Event deck and utilized like the others. The number and type of each new Event card to be used is up to you. A recommended number of each type has been included in the description, although it is not a mandatory figure. Feel free to experiment with this and any new ideas you might have. Write and tell us how it goes and include any of your own ideas that have proved popular.

1. Treachery card (Stephen P. Herchak)

The player who draws this card must return one, two or three Crown cards held in his hand (i.e. unplayed cards in hand) to the Crown deck. These cards are chosen while face down by the player on the left and are not revealed to anyone. If the player holds less than the number to be removed, the excess is ignored.

There are three types of "Treachery" cards; one listing one Crown card to be removed; one listing two Crown cards to be removed; and one listing three Crown cards to be removed. One or two cards of your choice should be shuffled into the Event deck at the start of play.

2. Gales at Sea card (Stephen P. Herchak)

When this card is drawn, all ships currently at sea are sunk and all nobles and Royal heirs aboard are lost. The ship cards of the sunk ships are returned to the Crown deck and their ships removed from the board. The ships of the Warden and the Admiral are not removed, but placed in their home port (listed on the card). The Admiral and Warden office cards are not lost. All nobles aboard and their awards are returned to the Crown deck or the Chancery and the Royal heirs are removed from play. It is suggested that only one or two of these cards should be placed in the Event deck.

3. Refuge card (Arnold Blumberg)

Rather than allow a noble and Royal heir in the Advanced game unlimited stay in Ireland and the Continent, permit only the Lieutenant of Ireland unlimited stay in Ireland. Any noble or nobles and any accompanying Royal heirs may stay in Ireland, the Continent or Scotland only if they play a "Refuge" card. On the "Refuge" card is listed the number of turns that a noble(s) and Royal heir(s) may stay in refuge. Once the time of refuge has expired, the nobles and Royal heirs must either leave or be lost. Nobles and their awards are returned to the Crown deck or Chancery and Royal heirs are removed from play.

When drawn, a "Refuge" card is retained in the same manner as a "Free Move" card. It can be traded. It is played just like a "Free Move" card during the movement portion of the player's turn. Any number of nobles and Royal heirs in a faction may take advantage of the refuge as long as they move to the same location (i.e. Scotland, Ireland or the Continent) in the same turn that the "Refuge" card is played. Additional nobles and Royal heirs cannot take advantage of the refuge after the turn that the card is played or if in another location. Only one group may be in refuge in one place at one time. Combat cannot occur on the Continent or in Scotland. It may occur in Ireland.

There are three types of "Refuge" cards available; one for three turns, one for five turns and one for seven turns. Any number of each may be placed in the Event deck at the players' discretion. The number of turns of refuge should be kept secret and only revealed on the turn that the noble(s) and Royal heir(s) must leave. A finger or thumb over the number is sufficient to hide this information. When the time of refuge is up or when all of the nobles prematurely leave the refuge, the card is returned to the discard pile. Nobles in refuge cannot be summoned to Parliament although they may go voluntarily. Scotland is considered a port in the same manner as the Continent and Ireland. Once a noble leaves refuge, he cannot return until another "Refuge" card is played.

As an additional and optional function of the "Refuge" card, include the islands of Anglesey (Beaumaris), Wight (Carisbrooke), Man (Douglas) and the Calais square as places which can only be occupied with a "Refuge" card. Exceptions would include unlimited refuge without use of a "Refuge"



card for Stanley in Man, for the Captain of Calais in the Calais square, for the Treasurer of England in Anglesey and the noble awarded Carisbrooke for Wight. Any other noble to enter one of these island squares would need a "Refuge" card. Nobles can enter one of the refuge location without a "Refuge" card in order to besiege the town or castle in the square, to attack a force in the square (not allowed in Scotland or the Continent) or to capture a Royal heir. They must leave the next turn after the siege, battle or capture has been resolved. The force can and must leave whether they control the port or not. A ship cannot voluntarily enter a refuge port due to storms at sea unless it is the only "closest" port.

Permit nobles the ability to cross from the mainland into Anglesey (Beaumaris) if they start their turn adjacent to that square. (i.e. in the Caernarvon square)

4. Vacillating Allegiance card (Arnold Blumberg)

Any number of these cards may be placed in the Event deck. The drawer of this card during the Event Phase immediately loses the use of one noble for one turn. The noble affected cannot attack in that turn. The noble affected must be determined randomly. Any system may be utilized. A suggested method would be to take all of the noble cards of the player and mix them up. Have another player choose one of the face down cards to determine the vacillating noble. The noble cards are then returned to their awards.

If the card is drawn while determining the result of combat, one of the nobles of the weaker of the two factions involved in the combat must either return home before the battle or siege, or immediately switch allegiance to the opposing faction. After the noble is randomly determined, the odds are readjusted and a die is rolled utilizing the table below. A noble who is to return home must immediately be placed on one of his home castle(s) if friendly, or the closest friendly town, city or castle if unfriendly. A noble who switches allegiance is given to the opposing faction with all of his awards. The noble now operates with and is part of the opposing faction.

	Majority	5-4	3-2	2-1	3-1	4-1
Return						
Home	1-6	1-5	1-4	1-3	1-2	1
Switch						
Allegiance	—	6	5-6	4-6	3-6	2-6

Combat must continue and after the disposition of the vacillating noble is determined, a new Event card is drawn to determine combat. A noble who switches allegiance may be added into its new faction's strength for the combat.

A "Vacillating Noble" card is ignored if the affected faction has only one noble in play during the Event phase or one noble in combat during the Combat phase.

5. Catastrophe card

When drawn, this card affects all nobles in play and any who are subsequently put into play during the period of its influence. While this card is in effect, all strength given to a noble by office, bishopric or title only is temporarily lost and not counted for strength. When the period of its effect is over, the "Catastrophe" card is returned to the Event deck and the nobles immediately regain their full troop strength. All garrisons (town, city and castle) are not affected.

Titled nobles do not lose any strength due to their title. Only strengths awarded by a title card are lost.

There are three types of "Catastrophe" cards: one for one round duration, one for two rounds duration and one for three rounds duration. The round begins on the turn of the draw. If a "Catastrophe" card is drawn while another is in effect, the card must still take effect on the turn of its draw. There is no additional penalty if two or more "Catastrophe" cards are concurrently in play. It is suggested that one or two cards of the players' choice should be placed in the Event deck.

The reasoning behind the inclusion of this type of card is based on the overriding effect of uncontrollable events on the course of history, especially during medieval and early renaissance periods. Any type of catastrophe, natural or otherwise, could reduce a noble's power to the bare minimum of his own personal entourage. These cards represent catastrophes and events of such an overriding nature to preclude the effective maintenance of large field armies by the nobles. Of course, as soon as the catastrophe or event passed, the war resumed at full strength.

6. Royal Death card (Craig Ransom)

The player who draws this card rolls two dice and consults the table below to determine the natural or accidental death of one Royal heir. If the Royal heir chosen has already been removed from play, do not roll again. It is recommended that only one card be placed in the Event deck.

Basic Game	Advanced Game
2. George of Clarence	2. Edmund of Rutland
3. Richard of Gloucester	3. Richard of Gloucester
4. Richard of Gloucester	4. Edmund of Rutland
5. George of Clarence	5. Margaret of Anjou
6. Edward of Clarence	6. Richard of York
7. Henry VI	7. Henry VI
8. Margaret of Anjou	8. Edward of March
9. Edward of March	9. George of Clarence
10. Richard of York	10. Edward of Lancaster
11. Richard of York	11. Richard of Gloucester
12. Edward of March	12. Edward of Lancaster

Here are some points to remember. The effect of these new Event cards are ignored (except "Vacillating Allegiance") if they are drawn during combat resolution. All cards, once their effect is over, are returned to the Discard Pile. All cards which are returned at the same time to the Crown deck must be mixed when placed at the bottom of the deck so that no one knows their order. When any of these cards are picked to resolve combat, utilize the Advanced Nobles Killed table to determine the nobles killed. The battle odds should be distributed equally among the cards; e.g. if you add 10 new Event cards to the Event deck, two should have a 4-1 majority, two should have a 3-1 majority, etc. "Vacillating Noble", and "Refuge" Event cards should not have any combat result printed on the card.



AND STILL MORE KINGMAKER SURPRISES

By Mick Uhl

Ever wonder how the original descendants play *KINGMAKER*? Here are some ideas that a British games club used to put some variety into their *KINGMAKER* games. Included, too, are suggestions submitted by other gamers. Try any or all of these suggestions, or some of your own. Experiment. You may find the formula that will again make *KINGMAKER* the most popular game on your shelf.

Personally, I feel that experimenting is a healthy approach to the type of game that *KINGMAKER* represents. Although the tournament level, structured, one on one play that most AH wargamers employ, precludes variation and variants; multi-player, diplomacy-type games such as *KINGMAKER* and *DIPLOMACY*, thrive upon it. If these new ideas show a definite increase in play excitement, they could possibly be incorporated into a future printing of the rules as "optionals". So try any or all of them out and let us know how they work for you.

1. (Derek Carver and the British games club) "We have found that the game frequently lacked 'drive' due to insufficient men. Not enough mercenary troops were around to encourage open country battles for the sole purpose of strengthening one's hand. It was assumed that anybody owning a town could raise some form of force but with low morale. So let the ownership of a town card provide 20 additional men. Bristol would give 30 men. Castles would not have any troop bonus. *These men are useful only in attack.* They have *no defense value.* From this it can be seen that even the most insignificant noble can appear strong. This encourages exciting contests because even if an attack fails or is delayed due to bad weather, a counterattack will almost certainly succeed due to the low defense of the assemblage. The levies are not taken into consideration when calculating ship capacities. The town forces, therefore, cannot be used on an island, in Calais, the Continent, Ireland or Scotland (see Optional Event cards article in this issue.). This troop bonus is only associated with towns named on town cards. Town cards gained by capture must be awarded to one noble involved in the siege when utilizing this rule."

2. (Derek Carver and the British games club) "Most people agree that the regularity of PLAGUE is unnatural. Therefore, we operate that each time an Embassy card is drawn, the entire deck of Crown cards are reshuffled (adding the Discard Pile). This does away with the predictability." You may also wish to reshuffle the crown deck after every Parliament.

3. (Derek Carver and the British games club). One of the most serious drawbacks in play is the initiative to attack (or lack thereof). Therefore, allow a player whose faction successfully defeats one or more nobles in another faction by battle or siege to take the defeated player's next draw from the Crown deck when it occurs. This reflects the increase in power of the victorious faction and loss of power of the defeated faction. It also is an additional incentive to attack.

A future draw from the Crown deck can also be an incentive in Ransom. Allow the defeated player to trade one or more of his future draws from the Crown deck as a bargain for Ransom. If it is agreed upon, the capturing nobles may hold on to the ransomed noble or Royal heir until his ransom is

fulfilled (i.e. the Crown cards drawn) and then, he must be freed. If the ransomed noble is recaptured in a subsequent battle before all of the ransom is paid, the ransom can be ignored (the defeated player, as an act of good faith and friendship, can still go through with the bargain). If the noble is not executed on the turn of capture, he cannot be executed at all (until recaptured after being set free). A faction is not required to hold the captured noble or royal heir, it is the controlling player's choice. A noble left alone is immediately freed. A noble or Royal heir cannot be moved in more than one turn in a round (i.e. a noble heir cannot be moved by the capturing faction, freed, and then moved by the controlling faction in the same round).

4. (Derek Carver, Arnold Blumberg, Steven Herchak, and many others) Combat at sea has probably been one of the most popular suggestions sent in. The effect of this is obvious. No longer can ships and their passengers sit off shore for long periods, immune to Combat, Raids and Revolts (and in some games "Summons to Parliament"). Battles at sea can provide an exciting alternative to land battles and it can permit a faction to increase the size of his fleet.

Combat at sea is fought just like a battle on land. Each ship's combat strength is represented by its passenger capacity. The strength of any passengers are ignored. It is assumed that the difference between a ship's capacity and the strength of its passengers is made up of sailors.

When one or more ships of one faction enters a square occupied by one or more ships of another faction (not in port), the moving ships may choose to attack. The ratio of ship capacities of the opposing fleets are compared and an Event card is drawn to determine victory as in land battle. The "nobles killed" section is still utilized. If one side is victorious, they capture all ships, nobles and Royal heirs of the defeated faction. They may execute or ransom them as in normal combat. Ship(s) named on "Ship" crown cards are immediately placed under the control of the capturing faction and the "ship" card(s) given to one or more of the noble passengers. A ship or ships of the Warden or Admiral remain under the control of the capturing faction, but as soon as it touches port, it immediately reverts back to the control of the Admiral or Warden. A "Vacillating Noble" card (see Optional Event Cards in this issue) is ignored unless the "Vacillating Noble" forms the majority of the ship's capacity. In this case, the ship either goes to any port (of opposing player's choice) and the noble home, or the ship joins in with the opposing fleet. Any other nobles on board are captured.

As an adjunct to "Combat at Sea", a ship may blockade a port by occupying a sea square adjacent to the port and naming the port being blockaded. If a ship or ships in the port leave that port to sail, they must stop in that hex and join battle with the blockading ship or ships.

Nobles and Royal heirs captured at sea and subsequently ransomed, still retain control of the ships that they occupy. They must return to a port on their next turn. As soon as the ship(s) touch port, the ransomed noble(s) relinquish control.

Continued on Pg 34, Column 3

GETTYSBURG '77 EDITION

The booming of over two hundred cannon fill the air as both armies prepare for the Confederate onslaught. Picketts' rugged Virginians are to spearhead this final drive to break the strong Union position on Cemetery Ridge, south of the Little town of Gettysburg. Success means the probable capture of Baltimore and Washington and final victory for the Confederacy. Defeat will mean... we'll let history finish the story.

GETTYSBURG has been 18 months in the making. Great care has been taken that all information presented in the game is the most accurate available from primary sources. The order of battle and appearance has been checked and rechecked; the mapboard prepared from detailed surveys of the battlefield; and the game system designed so that you assume the same problems and face the same decisions that confronted R.E. Lee, George A. Meade, and their field commanders.

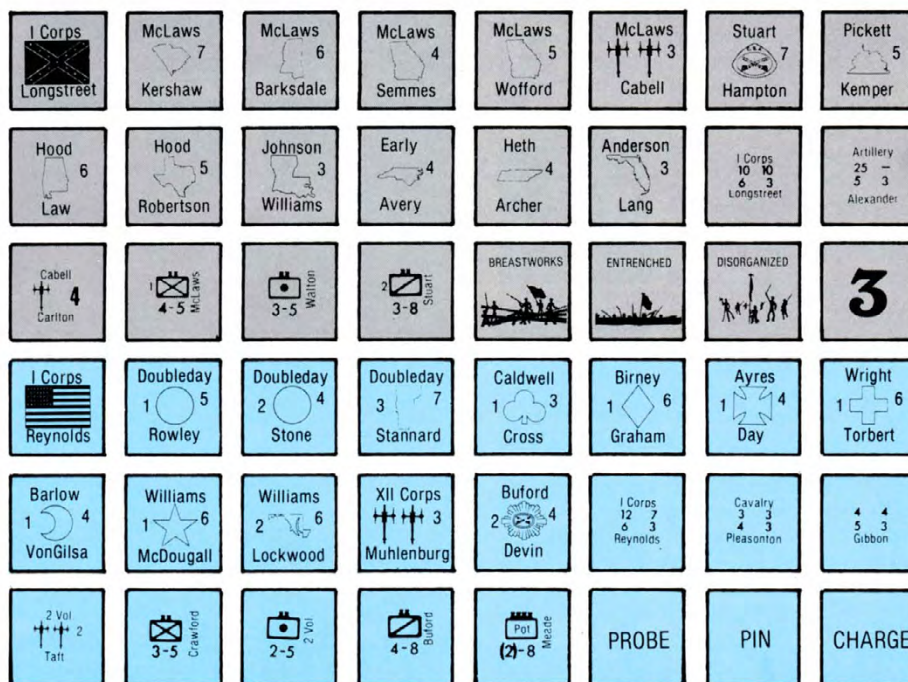
GETTYSBURG has been divided into three mutually exclusive games, each of different complexities and play lengths, in order to give the player the game he wants to play, no matter what his level of expertise. As a result, each of the three games is specifically designed for a particular audience. One game system has not been needlessly modified to fit several levels of complexity.

The Basic game is rated Introductory and is excellent as a starter game for newcomers to wargaming. The Confederate army is composed of 25 unit counters and the Union army is 27 counters strong, representing all the infantry, cavalry and artillery divisions and brigades which actually fought. Each turn of play equates two hours of real time. Combat results between fighting units are resolved by strength difference. Combat can be modified by the type of attack and defense formations selected. Play is fast and furious as the Union player tries to stave off the Confederate onslaught in time to bring his greater reinforcements into play.

The Intermediate game is reminiscent of the classic attack-counterattack type of game that Avalon Hill popularized in the early and mid-sixties. The basic unit for all armies is the brigade. Each army has approximately 60 to 80 brigades within its command. Losses are taken by steps. A brigade which loses a step also loses its ability to attack for the rest of the day. A fierce day of fighting can find both armies exhausted and no longer able to attack without proper rest. Strategic movement permits units to reach the same positions on the battlefield as their historic counterparts, yet prevents mass flanking movements which dragged earlier versions of *GETTYSBURG* into a "who can form the longer battleline" syndrome.

The Advanced Game has it all. All important aspects of Civil War tactics are reproduced to play. Brigades can form battlelines and columns of different lengths depending upon their strength.

Commanders are rated as to their ability to coordinate attacks and control units in movement as well as their own personal leadership. Both armies must take care to maintain sufficient support for their front lines, otherwise they may find their whole line in jeopardy due to a successful assault. Cannon composing each battery are divided into three types; napoleon, rifled and howitzer, and rated according to range and firepower. Each infantry and cavalry brigade has an experience level rating its ability to give and receive an attack. Turns can vary from 20 minute periods during an attack to an hour



Counter illustrations actual size.

or longer during periods of inactivity. There are many "what if" variants which can be employed to keep the other side guessing as to the strength and time of arrival of your army. A special "what if" has been created to allow you to return Stonewall Jackson to command, and see if he could have given the Confederate army the impetus for victory.

GETTYSBURG is packaged with a 22" x 28" multi-colored mapboard of the battlefield, multi-colored counters representing every brigade,

battalion and battery involved in the battle, overprinted with colorful badges and states (actually used by the units in battle) for quick sorting and identification, plus rules and charts to set up and refight the greatest battle of the North American continent.

GETTYSBURG is now available for \$10 plus postage charges from Avalon Hill. Maryland residents please add 5% state sales tax.

SQUAD LEADER

Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. This is *SQUAD LEADER*—a game utilizing every aspect of infantry warfare from street fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. *SQUAD LEADER* is not just a game—it is a system enabling the player who has mastered it to replay virtually any battalion level action of WW II in Europe.

Borrowing heavily from miniatures rules, noted game designer John Hill has designed an ingenious new game system which approaches the effects of simultaneous movement within an elaborate 8 phase player turn. Developer Don Greenwood has streamlined the system for the utmost in playability in what otherwise would be an extremely complicated game.

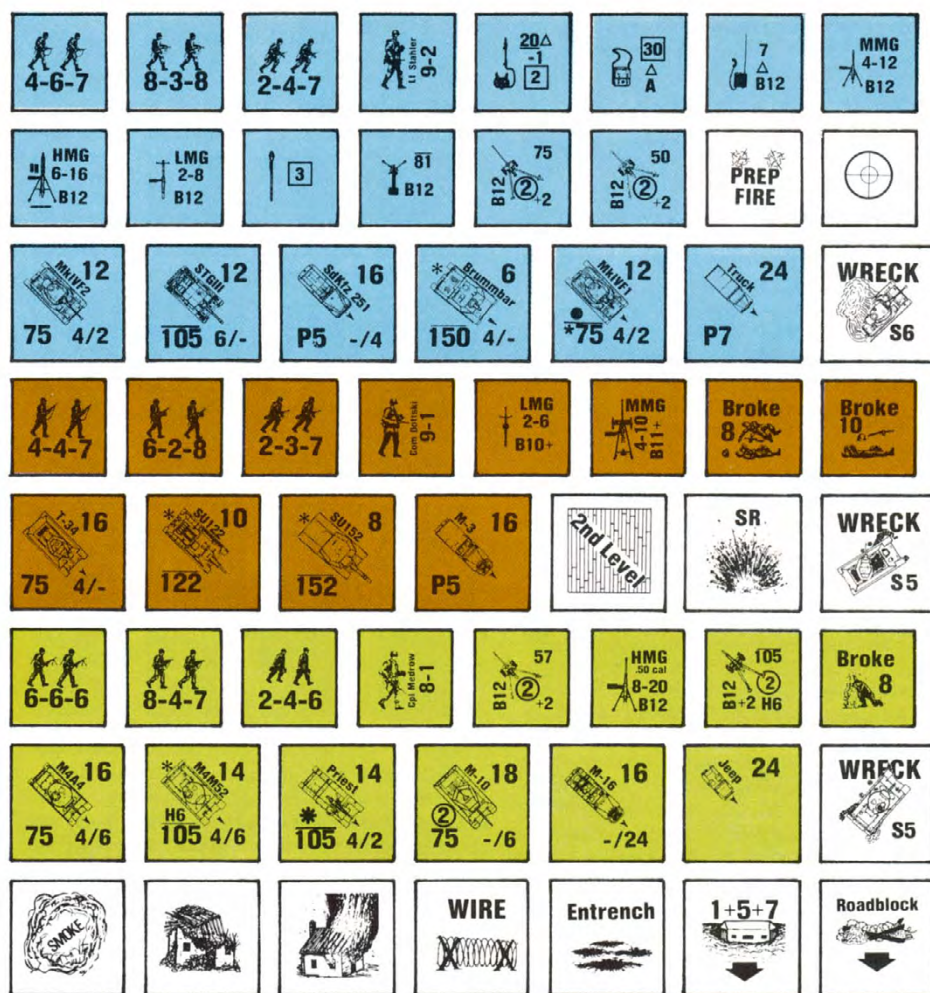
SQUAD LEADER utilizes Programmed Instruction to introduce each of its 12 scenarios gradually so the player need read only a fraction of the overall rules to get started. Once the player feels comfortable with the game system he can go on to other scenarios, adding more complexity as he goes.

The units are 10 man squads, 4-5 man crews and individual leader counters. They have a large assortment of support weapons, including various types of machine guns, flamethrowers, demolition charges, smoke, panzerfausts, bazookas, radios, anti-tank guns and an assortment of vehicles and AFVs. Each turn simulates the passage of two minutes. Each large $\frac{3}{4}$ " hex equals 40 meters of actual terrain.

Leaders play a major role in the game by directing fire, rallying broken units, and generally enhancing the performances of their troops. The underlying theme of *SQUAD LEADER* is one hinged on morale. The player who can utilize his leaders most effectively to direct fire on the opposition while keeping his own forces under cover & out of enemy fire lanes will usually be the winner. Usually because nothing is ever 100% certain in *SQUAD LEADER*. It is possible, although highly unlikely, that a single leader could best three enemy squads in close combat or that a squad without anti-tank weapons could knock out a tank. In one of our playtest games a single German heavy machinegun crew practically wiped out singlehandedly, at long range, an entire Russian battalion advancing across open terrain. In another, a squad in moderate cover withstood the entire firepower (including armor) of a reinforced company for 3 turns! As in combat, nothing is certain and while repulsing a Russian human wave attack, your machinegun may jam or your squad may decide it's safer in the rear. The unpredictable nature of all units under fire is both the blessing and the bane of *SQUAD LEADER* commanders.

In the advanced scenarios, the game expands to incorporate Offboard Artillery, night rules, barbed wire, entrenchments, minefields, bunkers, multi-level buildings, rubble, fire, river crossings, snow, roadblocks, mortar, etc. Yet the biggest option is the very open-ended nature of the game itself. Complete Design Your Own and Campaign Game systems have been included to allow players an infinite variety of individual scenarios and extended campaigns.

SQUAD LEADER comes boxed complete with four 8" x 22" interchangeable full color isomorphic boards, 716 two-sided counters, 36 pp. rulebook, scenario cards, two Quick Reference Data Cards, and two dice.



SQUAD LEADER is available only by mail from Avalon Hill for \$12.00 plus postage. Maryland residents add 5% state sales tax. WARNING:

SQUAD LEADER is not for the uninitiated—rated Tournament Level IV on the Avalon Hill complexity scale.

Counter illustrations actual size.

VICTORY IN THE PACIFIC

December 7, 1941. . . In Pearl Harbor, the United States fleet lies burning, and the overwhelming fleets of the Imperial Japanese Navy are sweeping forward all across the Pacific. This is the start of the most mammoth naval war in history—the three years (from December 1941 to late 1944)—when the largest navies in the world collided across the greatest ocean in the world—the Pacific. From the time when Japanese strength was overwhelming to the point when the mushrooming United States Navy surpassed the mighty Japanese fleets, it was a war of cautious maneuvering and carefully planned strategies—for even at their weakest, both sides always had the power to destroy.

VICTORY IN THE PACIFIC is a strategic game of the naval war in the Pacific during World War II. It is a simple game on the strategic level, in which ships and units are assigned to areas where they will fight, attempting to cause enemy casualties and gain control there; combat resolution is abstract, based on a simple confrontation of opposing ships in the same area, like Avalon Hill's popular *WAR AT SEA* game. However, in the Pacific the ocean is large and the fleets are enormous, and the rising deadliness of air power casts a shadow over the fleets that sail the seas. . . land-based air fleets are present, and marine divisions to invade and capture island bases. The result is a subtle test of strategic skill, in which the players must use ships, planes and marines to capture ports, bases and sea areas that lead to the heart of the enemy's war effort.

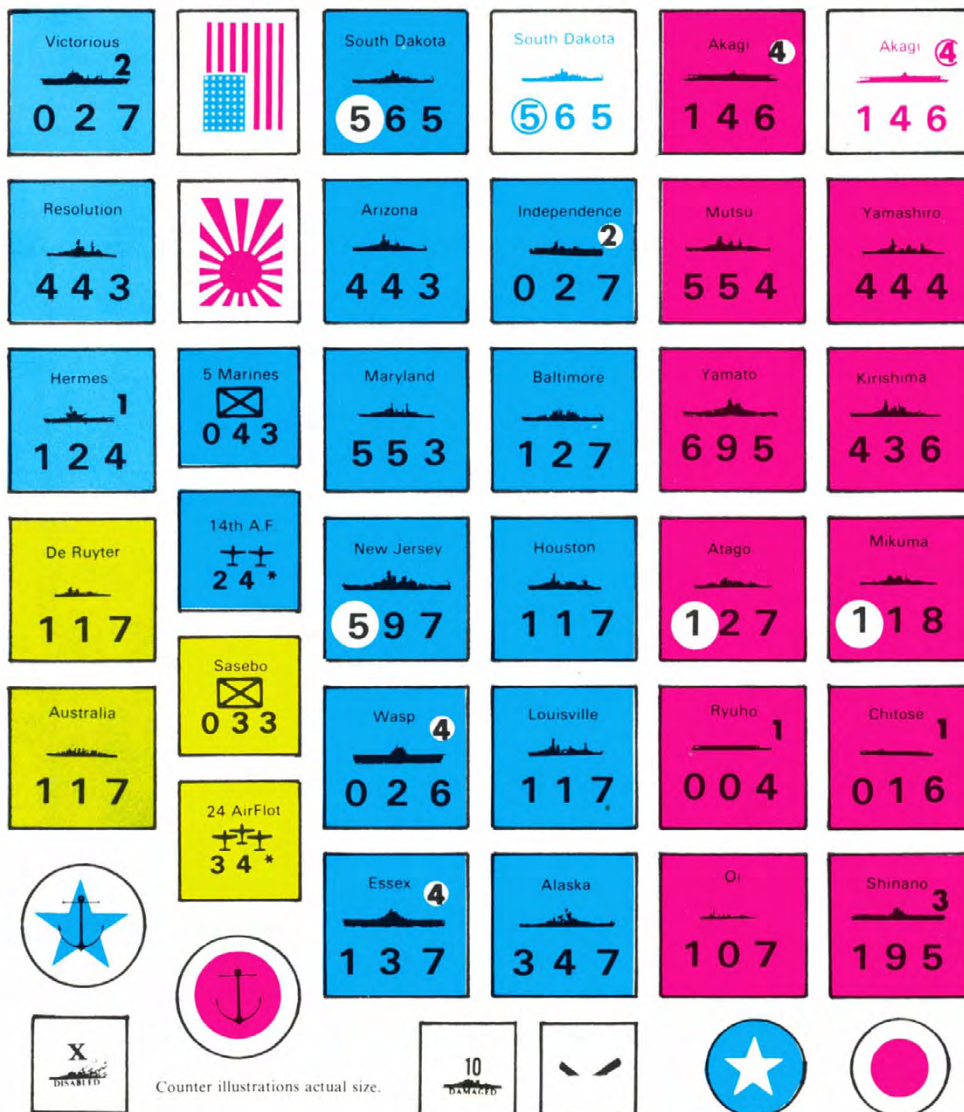
The game includes a counter for every capital ship that fought in the Pacific during the crucial first three years—each battleship, battlecruiser, fleet carrier and heavy cruiser has its own counter, as well as some of the front-line light cruisers. The Japanese, United States, British, Australian and Dutch navies are all represented. The land-based air fleets that fought are also present, from the United States' 5th Air Force that survived the Philippines to lash back at Guadalcanal to the Japanese 25th Air Flotilla that opposed it; each air fleet has its own counter. There are even marine divisions that invade islands, and garrison counters that hold them.

Air strikes, gunnery duels, "night actions", invasions, island air bases and submarines are all in the game. You must choose and develop the winning strategy—whether to fight for India, for Australia, or for the Pacific island chains, or whether to fight a climactic battle at Midway and the Hawaiian Islands!

But beware! The Japanese fleet is overwhelming at the start—but the United States is building the most mammoth, powerful navy in the history of the world. . . It is three years of skillful attacks, defense and counterattacks by both sides that will determine the final winner of *VICTORY IN THE PACIFIC*.

Game comes complete with full color 22" x 28" mapboard, over 200 two-sided full color counters of varying sizes and shapes, 8 pp. rule booklet, two Order of Battle Charts, and four dice. Not just another *WAR AT SEA*, *VICTORY IN THE PACIFIC* adds sophistication and simulation missing in its sister game while maintaining the former's ease of play. Playing time 2-3 hours.

VICTORY IN THE PACIFIC is available for \$9 plus postage from Avalon Hill. Maryland residents please add 5% state sales tax.



RAIL BARON

Ruthless, cutthroat competition. . . You *must* get your products to market, crossing and recrossing the continent from major city to major city. The rewards are great—but the fines are enormous, if you use a rail line that an opponent owns. Can you survive the ruthless competition and build yourself a rail empire that will squeeze your competitors out? In the give and take of fines and payoffs, can you make the money that entitles you to become a *RAIL BARON*?

Formerly referred to as *BOXCARS* in this magazine, this is the game which has been the subject of more playtesting than any AH title of recent vintage. Since we discovered this little gem last summer, it has been the source of an average of three 7 PM—Midnight gaming sessions a week AFTER we've all punched out for the day. This game got played because it was enjoyed—not because it was anyone's assignment. It wasn't long before the Saturday afternoon IGB sessions were also dominated by multi-player games of *BOXCARS*. This game has made previous fads such as *WOODEN SHIPS & IRON MEN* and *KINGMAKER* look trivial by comparison. A simple game of luck at first glance, it evolves into an amazing game of strategy for those deep into the game system.

RAIL BARON is a friendly, family game for 3-6 players. The game is simple to learn, but there are subtle strategies involved—a perfect game for the beginner and for the cunning strategist. The game board portrays the 28 major rail lines in the United States, from the tiny Richmond, Fredericksburg and Potomac to the mighty Southern Pacific. Each player moves his token from city to city, collecting money and buying rail lines as he goes—and paying fines whenever he uses a rail line another player has bought. If you do not think you are going fast enough, you can even buy a better locomotive—an express, or a *SUPERCHIEF*!

Title cards (showing the logos of the 28 rail lines); money, locomotive cards; movement, origin and destination tokens and a 16" x 33" full color map of the United States rail net all come with the game, along with charts for selecting your next destination and determining your payoff.

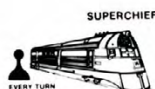
RAIL BARON is an excellent game for clubs, beginners, non-wargamers, and anyone who likes good competition and a lot of fun. For 3-6 players; playing time 3-5 hours.

RAIL BARON sells for \$10 plus postage and is available direct from Avalon Hill. Maryland residents please add 5% state sales tax.

Card illustrations reduced in size.



B & M Boston & Maine \$4,000 	D & RGW Denver & Rio Grande Western \$6,000 	SLSF St. Louis—San Francisco \$19,000 	UP Union Pacific \$40,000 	NP Northern Pacific \$14,000
NYNH & H New York, New Haven & Hartford \$4,000 	RF & P Richmond, Fredericksburg & Potomac \$4,000 	C & O Chesapeake & Ohio \$20,000 	CRI & P Chicago, Rock Island & Pacific \$29,000 	GM & O Gulf, Mobile & Ohio \$12,000
PA Pennsylvania \$30,000 	IC Illinois Central \$14,000 	N & W Norfolk & Western \$12,000 	SP Southern Pacific \$42,000 	L & N Louisville & Nashville \$18,000
B & O Baltimore & Ohio \$24,000 	WP Western Pacific \$4,000 	SAL Seaboard Air Line \$14,000 	NYC New York Central \$28,000 	ACL Atlantic Coast Line \$12,000
AT & SF Atchafalaya, Topeka, & Santa Fe \$40,000 	MP Missouri Pacific \$21,000 	CMSL & P Chicago, Milwaukee, St. Paul & Pacific \$18,000 	GN Great Northern \$17,000 	C & NW Chicago & NorthWestern \$14,000
T & P Texas & Pacific \$40,000 	CB & Q Chicago, Burlington & Quincy \$20,000 	SOU Southern \$20,000 		



WIN, PLACE & SHOW

WIN, PLACE & SHOW, another of the after hours favorites of the design staff, is another resurrected, redeveloped 3M game which, together with *SPEED CIRCUIT*, formed the best 1-2 entry in the 3M line. This unique game of thoroughbred racing offers something for everyone, as each player simultaneously plays the role of owner, jockey, and even the handicapper in the stands.

Before each race there's an auction, in which players compete for ownership of the horses themselves. Then it's post time and during the race they serve as their own jockeys, making split-second decisions on position, passing, sprinting, etc. Ingenious order of movement innovations by the designer gives every horse a genuine chance to make it to the winner's circle, although each has very different capabilities. Some are fast starters, others are mudders, and the favorites tend to run consistently well on both fast and slow tracks.

Each six race card includes 5 and 6 furlong and 1¼ mile races with a field of 6 individually rated horses and appropriate posted odds. Post position, running strength, speed, endurance, and jockey classification all play a part in determining which horse is the best bet at the posted odds. You'll want a veteran jockey if you've got a fast starter on the outside rail but that extra weight allowance for an Apprentice jockey often makes the difference too.

The real fun comes in the betting, where each player tries to pick the top three finishers and then lays down his \$1,000 to \$5,000 wagers for better or worse (no pun). And there's even a Daily Double



where players pick the winners of the first two of a six race slate for really big payoffs. The game even includes special rules for Party and Fund Raisers versions guaranteed to liven up any party.

Game comes complete with full color 24" x 22" mapboard, six plastic horses, six racing programs

rating 36 different horses, betting slip pad, rules, money and two dice. For 3-6 players; playing time: 2½ hours. *WIN, PLACE & SHOW* is available by mail from the Avalon Hill Game Co. for \$10 plus postage. Maryland residents please add 5% state sales tax.

SPEED CIRCUIT

SPEED CIRCUIT is our new release of the 3M game featuring Grand Prix racing on three championship courses—Monza, Monaco, and Watkins Glen. We've tidied up the rules a bit, and added a few components, but basically it's the same game.

One of the big attractions of *SPEED CIRCUIT* is that prior to the game everybody secretly designs his own racer to the specs he thinks are best for each individual course (or, in the alternative version, designs one car for the whole circuit). Since winning the game entails having the best total record on all three, you've got to be able to incorporate the demands of each course into your racer.

Acceleration, deceleration, starting speed, maximum speed, and all-important ability to sustain engine and brake wear are all decided by the player. Each course will favor certain characteristics to the exclusion of others, so there is a constant trade-off in the racer's design, as it is impossible to build everything into its severely limited confines.

Another big plus in *SPEED CIRCUIT* is that except for very rare occurrences (such as whether or not a spinout becomes a crash, or an engine burns out from being overtaxed) dice are totally absent from the game.

In *SPEED CIRCUIT* all races are decided totally as a result of the players' skill (or the lack thereof; you've got to know what you're doing) in designing and handling their machines.

Speeding up for straightaways, slowing down for curves (or taking chances by *not* slowing down), slipstreaming, pushing the engine *above* its safe limit—these are all tactical decisions each driver has



to make. Mistakes can be costly, as a misjudged move can lead to spinouts, burned out brakes or engines, or even a race-ending crash. *SPEED CIRCUIT* comes complete with a full color 32" x 22" mapboard, six metal cars, Performance Log Pad rulebook, and die.

SPEED CIRCUIT is a game for 2-6 players, and is sure to be popular with both casual and dedicated gamers alike. Now available

Price is \$10. Maryland residents add 5% sales tax.



ALEXANDER

GREEK: RICHARD PLOCK
 PERSIAN: ROBERT LIVERMORE
 COMMENTATOR: RICHARD HAMBLÉN



ALEXANDER is a ferocious attacking game.

Thanks to the facing rules and the low movement factors, forward movement is faster than lateral movement and is **much** faster than retreats; thus an attacker can attack much faster than a defender can reinforce or flee, so that each consecutive turn of attack starts with a greater advantage and does more damage. Also, most powerful units are doubled on the attack—and almost nobody is ever doubled on defense. Best of all, automatic breakthroughs are common—and every unit in the game is tremendously vulnerable to rear attacks. An advancing attacker is always threatening to break through or outflank a defending line, which can bring on a catastrophic rear attack.

So the attack is stronger than the defense—which encourages both sides to attack and keep attacking once the armies are in contact, rather than try to fall back and regroup. This tendency is enormously magnified because a defeated player does not have the time to regroup—his retreat is slower than the enemy attack, and the defeat itself permanently weakens his army's fighting ability, causes other, unhurt units to desert and bolt from the field, and can even lead to his defeat even when he has a substantial army left—because every defeat lowers his morale.

The effect on the game is clear—both players attack, hammer and tongs, and may the best attack win. Games regularly last two—maybe three—turns once battle begins; then it is over.

For both sides the tactical objective is clear; when the battle begins, each side wishes to have a good attack ready to go in. Also, it doesn't hurt at all to make the **first good attack** of the game.

The elements of a good attack are also clear. The attacker needs a powerful attacking force positioned opposite a vulnerable defending force. For both sides the cavalry (and other mobile units) are the strongest and fastest attacking force, so they will be the meat of the attack. Missile units are very powerful in the defense (thanks to defensive support), so the attacking force will need enough missile units to negate the defending missile units by pinning them; it is even better to have missile **superiority** in the attack, since the few extra attack points can be crucial in getting a decisive breakthrough on a constricted front. Most important of all, the attack force must contain a **lot** of units, for two reasons: first, the attacker will have to commit a lot of strength just to create the breakthrough, and the attacker must have additional units available with which to make the exploitation attacks that are truly devastating; and second, the attack force must have enough strength to survive the defender's counterattacks either by having enough strength to wipe out the defenders before they can counterattack, or by having enough units to make a defensive line that can survive attrition and prevent enemy breakthroughs.

The result is that the attacker must attack en masse, with a marked superiority of strength where he attacks.

The peculiar nature of the units in both armies greatly affects where each side can find a vulnerable defender. The Greek army is concentrated, which means that it is small but better able to maneuver and attack in a small area; thus, the Greeks wish to start a local battle and destroy the Persian in detail. Conversely, the Persian player, with his larger and clumsier army, needs to stretch the Greek line or outflank it; the Persians can then attack at the weak point. The Persian attack is complicated, however, by the presence of the Greek Phalanxes, which are invulnerable to frontal cavalry assault. As a result, the Persian must maneuver their cavalry away from the phalanxes and attack on their flanks instead—which are the vulnerable targets for the Persians, especially since the clumsy phalanxes are easy to destroy once their flank guards are gone. For the Greeks, the vulnerable target is the weak Persian infantry, rather than the dangerous swarm of Persian cavalry.

With both armies advancing faster than they retreat, time is limited. Each side must rush to deploy for the kind of battle it needs—the Persians hurrying to stretch or flank the Greek line with cavalry while avoiding the phalanxes, the Greeks rushing to start an early local battle, hopefully against the Persian infantry. With the first attack rushing down upon them, neither side has the time to repair mistakes in placement—the most subtle error can be an irremediable catastrophe.

Time is the problem. An early battle is the Greeks' ally, delay is the Persians'—but only if the Persians use the time to get into position.

The game should go to the player who makes the best use of time.

Greek Setup:

On the whole, this appears to be a reasonably well balanced game. The Persians probably have an overall edge, but I tend to ascribe this to the absolute value of the Alexander piece. Note that the Persian can lose his entire army but win if the Greeks lose Alexander and nothing else—admittedly improbable, but emphasizing the necessity for caution in the use of Alexander.

The Greek advantages are in the greater strength of the individual pieces, the greater mobility of many of them, the combined arms capability, and the combination of setting up second and moving first. The Persian advantages are the greater number of units (especially cavalry) and greater overall strength of the army, the importance of Alexander, and the fact that morale is determined after the Persian move. Thus, as the Greek player, I must try to force the game into a pattern that will nullify the Persian advantages. I think that this requires that I attack as quickly as I can; to wait for him to attack enables him to bring most of his army to bear upon me at one time, and I simply cannot afford such a battle. I want to fight on a narrow front, hopefully to one side of the board where I only have one flank to worry about. Also, by attacking I make it possible to threaten his baggage camp(s) in the event of a breakthrough; waiting gives him that opportunity.

If I am able to keep the fight on a narrow front I should win by virtue of the superior strength of my units; if I am forced out into the center of the board I probably lose. My flanks become too vulnerable, and his greater numbers hit me from all directions.

Except for minor details, his setup is probably about as flexible as he can make it. This way he does not commit himself until he sees where my units are. I am setting up to advance my right wing while trying to stall for time on my left. I have chosen to advance on my right because, while his units are almost symmetrical, the board is not. I think the eastern baggage camp is a hair more vulnerable than the western one—assuming I can make it that far. I am planning a fast assault with my heavy cavalry and Hypaspist infantry supported by javelins, with the phalanxes following up to inhibit any counterattacks. On the left, I want to use the light cavalry to slow his cavalry advance there—he will almost certainly make a strong cavalry thrust on that wing the mainstay of his attack. The longer I can delay this attack of his, the better my chances are. He must go slowly in the beginning; I can still shift my forces to that side should he advance too rapidly away from his infantry. My 2nd Companion and 2nd Thessalian cavalry will function as a mobile reserve; initially they will delay his cavalry advance, while if he waits too long they can join the attack on my right. My Thracian Guard unit may just as well do that, guard the baggage camp. Sooner or later he will have cavalry units in that area of the board, and something has to protect the camp. My baggage train probably belongs at W-1, however there exist circumstances wherein it may be useful as a one-turn block early in the game (note that it is meaningless to lose it before the Persian has morale losses), and it can reach the back row rapidly enough from where it is.

PERSIAN SETUP:

Besides having to setup first and move second—the first a disadvantage, the second an advantage—the Persian player has several other differences to contend with. The Persian force is overall numerically larger; in particular, it has more infantry, although fewer phalanxes, more cavalry, and three commanders to the Greek's two; moreover, the Persian force contains elephants and horse archers whereas the Greek does not. Size alone does not, however, guarantee superiority. A large army—particularly an ancient army—can be an unwieldy and clumsy army. The major problem with the Persian Army is to keep the pieces from getting in each other's way.

The compactness of the Greek army makes it easier to maneuver. Moreover, all Greek fighting pieces can coordinate attacks; the Persians can only coordinate archers with the attacks of infantry, cavalry, elephants or chariots. Finally the Greek cavalry is in general faster and heavier than the Persian. These factors combine to give the Greek army an overwhelming superiority in terms of maneuverability. The Greek strategy is thus to attack the Persian force with a locally superior force

while relying on the clumsiness and slowness of the Persian army to prevent the remaining Persian forces from attacking the Greeks.

The Persian strategy requires him to buy time for maneuver. The last thing desired by the Persian commander is for the Greeks to engage a part of his forces in such a way that they have immediate superiority while the remainder of the Persian forces have to sort themselves and rush off toward the emergency. The Persian strategy requires that his whole army be deployed around the Greek army *before* the armies get locked in combat. Experience has shown that once the armies engage they cannot disengage until one has destroyed the other.

The longer it takes for the Persian to deploy for full use, the greater the advantage for the Greek. If combat does begin before he is fully deployed, the Persian player should try to keep it to a minimum and try for exchanges. Exchanges are beneficial for the Persian, since his army is so much larger than Alexander's.

The difference in size between the armies can, however, be used to the Persian's advantage in delaying a major engagement of the two armies. The Greeks cannot avoid having a flank hanging in space. This is the disadvantage implicit in the army's compactness. The threat of attacking this unanchored flank imposes caution on any Greek advance, and caution requires *time*. Of course the Persian would not be dismayed by a swift advance by the Greeks which was heedless of its flank problems.

My setup reflects the above considerations. The cavalry is deployed significantly forward of the foot. Both forces stand centered on the East-West axis of the board. I do not know which side the Greeks will attack. They *must* attack on a side or risk two exposed flanks! My cavalry deploys and advances forward as soon as the Greek dispositions and movements are learned. The infantry can either advance at some distance behind the mounted forces, or hang back and set up a defensive position. I have also left infantry prepared to defend both camps. The Greeks can only attack one camp or the other. It would be foolhardy for them to attempt a serious attack on *both* camps. The foot have deployed forward of the two camps: the force in front of the camp which the Greek finally threatens have plenty of time to go back to the camp and deploy once the direction of that threat is perceived; the force guarding the other side is positioned far enough forward to be moved into the battle before the game is over.

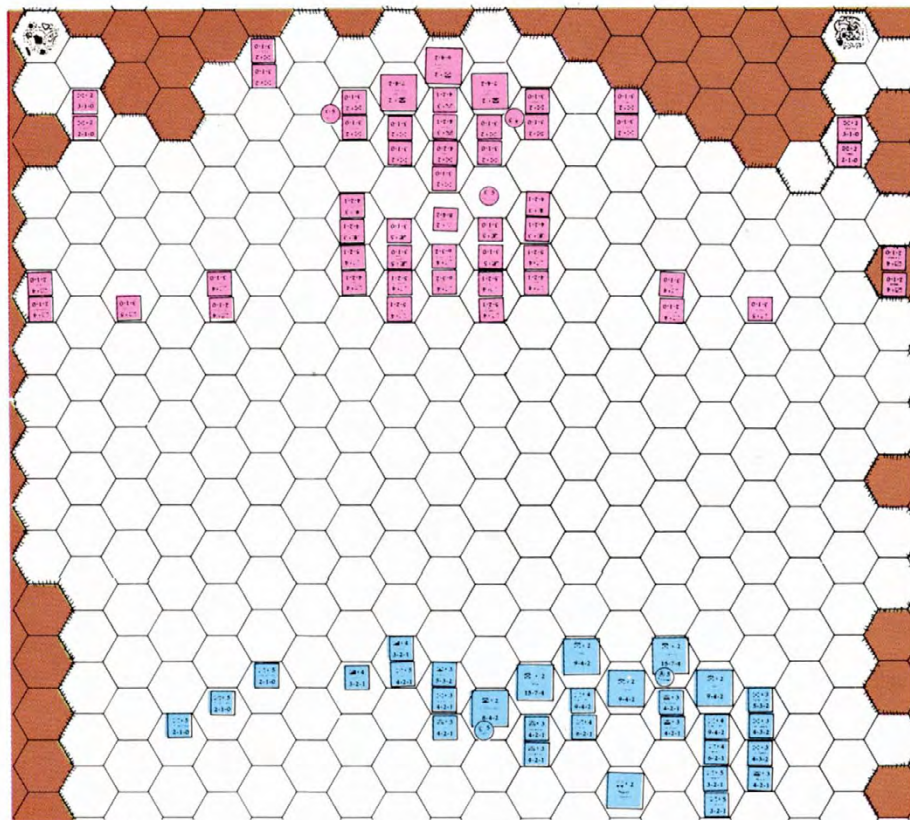
The Persian player wants his army to be in a position where it can 'embrace' the Greeks. To get into this position he must avoid close contact for as long as possible. Hopefully then the embrace will turn into a death grip.

It follows from my analysis that the Greek player *must* take the offensive, if he expects to win. It is not merely advantageous for him to do so; it is *imperative* for him to do so. The worst thing that can happen to the Greeks is for the Persian to deploy around and then engage in a slugfest of exchanges.

In order to win you need the ability to force the fight to occur when you are ready. For the Greeks that means anytime the Persians are not. For the Persians it is anytime that they can effectively use most of their army. Much of the pre-combat maneuvers concern this crucial issue of who shall have battle when and where he wants and not when and where his opponent would have it.

SET UP

The Persian set up is excellent. Setting up second is a major Greek advantage; they can set up opposite one wing of the Persian line and rush in to attack and destroy it before the other wing can swing around. Here, the Persians have set up centrally



INITIAL SETUP

and to the rear; they have gained time to deploy, and they can bring their whole army to bear as a unit. The Persian cavalry is forward, where it has a head start towards an outflanking move in either direction. Excellent; the Greek set-up advantage is minimized.

The Greeks elect to concentrate their phalanxes, leaving the light infantry guarding the flanks and the cavalry free to attack. All this is good, but the exact placement of the phalanx line is a problem. Ordinarily, the Greeks do best to rest one flank on rough terrain, so the rough terrain can guard that flank; this leaves the infantry free to guard the other flank. Here, the Greeks have set up a little too far from the rough terrain. They will have to guard both flanks, which will force them to use cavalry in a defensive role—they just don't have enough infantry to guard both flanks at once.

Actually, the Greeks don't have any really good choices against this Persian set-up. The Greeks need to be close to the center of the board, in order to cut across the board and chase the Persian infantry if the need arises. Also, a central position forces the Persian cavalry to make a wider circuit to get around the Greek flank. The set up is good—the Greeks are closer to making their attack, and the Persians will be delayed in getting around the flank.

Nonetheless, the Persians start with an advantage.

The cavalry screen on the left should also prevent any hasty Persian advance.

Final note: the Thracian Guard is wasted where it is. Having to guard both flanks, the Greeks will need all their light infantry on the front line. The Greek cavalry is enough to delay the Persian cavalry advance against the Greek baggage camp. The Thracians can't hold out by themselves anyway, and if the Persians decide to ignore it then it is just a wasted unit. The Greeks will wish they had it on their left flank.

Greek Move 1:

I make my move as planned. I am keeping my left out of his reach, but if he hurries forward I will

shift my whole army in that direction. I am still not completely committed, and will not be until the right wing is close enough to his forces to allow him possible attacks. My light units are only a nuisance, but they are a dangerous one if ignored. I expect he will move a weak cavalry force to block my advance until his infantry can get there, which it will do as rapidly as possible. Meanwhile he will organize a powerful cavalry wing to attack my left. He must leave enough on my right to block my advance and keep my units engaged, otherwise I can go after the baggage camp or even disengage and face my left. Thus I expect cavalry on my extreme right, while the phalanxes and light infantry hit my right center.

PERSIAN TURN 1

He is making a major drive on my left flank. Of course he can always change the direction of his attack, but this takes *time* and unless I act on the assumption that he is attacking my left, I will guarantee that he does attack there. I have responded by pulling infantry and phalanxes to its right; I have also advanced a large cavalry force on the right of the former center of my army, threatening the left of his army. I have screened the East baggage camp with a smaller but still effective cavalry force.

He cannot continue in the direction of his advance without exposing his left flank to massive attack from my cavalry. This will probably cause him to change the direction of his attack from north to northwest. This change in direction leads him away from my western baggage camp and delays his attack; moreover, while this change relieves the acuteness of my threat to his flank, it will also stretch him and thus increase the extent of his flank problems.

I think that he will turn his Army northwest, and anchor his right flank on the western rough terrain, while fading a bit on his left flank. I doubt that he will attack now. He might try and 'rip off' some of my heavy cavalry by attacking with his light forces against an exposed flank, but I have disposed my

horse archers so that such a move on his part is open to 3 to 1 arrow fire before he can even try it. I doubt that he will waste even his light cavalry on 'rip off' tries.

The move I have made gains me time in disposing my cavalry around his army. It forces him to exchange type partial attacks, if he chooses to make any attacks at all.

TURN 1

The Greeks begin their headlong rush to combat. They want to either take the baggage camp or force the Persians into an early fight to defend it.

The Persians withdraw their infantry, evidently to gain time for their deployment, which they start by advancing their cavalry in the long circuit around the Greek left flank. This is quite a good idea, but technically the Persian move is flawed. The Persian infantry is clumsily positioned to come about into position against the phalanx line—and the Persian infantry will have to come about and enter the action, since the Persian cavalry is not strong enough to face the whole Greek army by itself. The cavalry advance is also imperfect—it is too slow. The Persian horse could advance another hex or two. As it is, both the clumsy infantry placement and the slow cavalry advance will slow down the Persian deployment, giving up some of the time he gained by his excellent set up.

The Persian mobile troops could be a little closer to the Greek left, too, but this might precipitate an early battle with the whole Greek army nearby. It is probably more prudent to hang back and wait until the Greeks have committed their forces, as the Persians have done.

The Persian eastern flank is more of a problem. Withdrawing the infantry almost certainly gives up the baggage camp, which is not all that bad, since it was either that or fight an early battle. However, the Persians can absolutely not afford to give up any additional morale in the form of units.

So the question is, what are those seven cavalry units doing going east? They are not strong enough to attack or defend by themselves—the Greeks can just streamroller them. They can't even create enough of a delay to warrant the morale that will be lost with them, since morale looks like it will be a Persian weakness. They are just that much valuable attack strength subtracted from the main Persian attack force and placed where they cannot make a good attack at all—a net loss in attack power.

It is early and these are subtle errors, but ALEXANDER is an unforgiving game and the clock is running towards the first battle. . .

Greek Move 2:

His move was a bit of a shock. He appears to be going to avoid combat with his infantry. One of us must have misread the situation. While I considered the possibility of his not making a full commitment with his infantry on the first move, I certainly did not expect this type of withdrawal. The cavalry moves are about as expected, although the lack of infantry support on his left wing makes that cavalry force rather vulnerable. If he was planning to have me engage him on my left, he should have advanced his cavalry one or two hexes further—that might have justified the infantry move. As it is, I am going to continue my advance with my right wing, committing myself to making my main thrust there. Meanwhile, I will withdraw my left out of danger, as slowly as I dare. The baggage train will head for W-1, and the baggage camp guard will draw back to its proper station. I have advanced on my right far enough to give him a couple of targets, but he has no breakthroughs and my counterattack would be devastating. I doubt if he will launch such an attack, it does not pay. Had he added some infantry support, such an attack might be possible. Overall, I

think his resistance here is much too weak; I may be able to get his baggage camp.

An important consideration to always remember in playing *ALEXANDER* is that an early positional error can rarely be corrected; the morale effects are such as to cause a rapid disintegration of the weaker side once combat has begun. Hence, this move will probably determine the winner of the game; if he is wrong, I win; if I am wrong, he does. Since his infantry move was totally unexpected, I have no idea what he is planning and may be walking into a trap.

PERSIAN TURN 2

He is definitely pressing the attack on my left or Eastern flank. I am going to continue and try to flank him on his left, and hold him up long enough on his advance toward my baggage camp so that I can hit him on his left flank before he takes the camp. I may have stripped my covering left flank in front of the baggage camp too much; perhaps I should have some infantry and some more cavalry.

I will attack his force with a couple of pieces of light infantry and hope for an exchange. I will half both my pieces and cost him his. Both of these pieces are undoubtedly lost, but they can take something with them and divert some of his forces by requiring them to attack and destroy them.

TURN 2

The Greeks commit themselves, splitting their cavalry between their flanks. This gives up their massed attacking power, so it looks as if the Greeks are planning a grinding battle of attrition—not an easy task against the Persian host. The Greeks are strong, but not too strong, on both flanks. This means that the attacking wing (on the Greek right) is weaker than it should be, while the defending wing is unusually strong. Both sides will have difficulty in getting an overpowering attack. The result should be a prolonged see-saw battle of attrition—hardly an attractive prospect against the Persian horde.

The Persians continue their deployment. The infantry comes about, but it is clumsily arranged, and the Persian cavalry again advances too slowly. The Persians have lost almost a full turn of their deployment time.

This time the Persians should be a hex or two closer to the Greek left. The Greek cavalry is divided—the Persians can afford to draw the Greek left into battle if the Greeks were foolhardy enough to advance into the teeth of the Persian horse. Being closer probably wouldn't gain that bonus, but it would speed the journey towards the Greek left flank—cutting across is the shortest route, and it also would force the Greek left to stop its advance—the Greeks can hardly afford to advance their vulnerable left directly into the Persian cavalry!

The Persians are just deploying too much cavalry against the Greek cavalry screen. Those little units force the Persians to slow down and deploy in line, but you don't need to send an army after them!

*The Persian attack in front of the baggage camp is just wrong. Exchanges are a curious phenomenon in *ALEXANDER*. Usually they help the Persian, on the grounds that he has more units to lose. Actually, however, they hurt the player with the worst morale—and in this game it is the Persians, with the baggage camp forfeit, who cannot afford the exchange.*

Even worse, the Persian attack cannot even gain an even exchange—regardless of the results the Greeks will wipe out that cavalry flank—the Persians are just positioned poorly. The forward units are forfeit, and the Persian rear line is too close. . .

Greek Move 3:

More surprises. Now his infantry is headed back to where I thought it belonged earlier, but it is an awkward formation. It takes an extra move for it to deploy into battle line. He must have expected a different second move from me. Also, I never anticipated the type of attack he made; he just does not have enough strength on that wing to take chances with those units—there is nothing to back them up. I am falling back on my left to keep the units out of danger; the odd positioning of my light cavalry is to keep him from getting any automatic victories. Meanwhile, I will start to shift the facing of my phalanxes to his center; I expect to clean up my right wing soon and will not require them there. I have several easy automatic victories that do not overextend me; I will settle for that to cut his numbers and gain a morale edge. His strong right wing has developed as anticipated; I cannot stall the onslaught much longer. It still is my major worry, but I have been able to shift my reserves to that side since I do not need them on the right. Had his infantry been deployed on L-23 to Q-23 at this point, my task would be a lot harder. As it is, I think I have achieved a distinct edge, and eased my worries considerably. Meanwhile, I must avoid giving him any automatic victories.

GREEK TURN 3

The Greeks get the first chance to demonstrate their attack, on a small scale, and the Persian left is neatly ridden down. The Greeks are still just a little too weak on their right, however—they could actually AV the Indian cavalry this turn, too, but they would have to leave just one hole open to riposte. Oh, for just one extra unit. . .

On their left the Greeks demonstrate why the Persian cavalry should have closed in. The best way the Greeks have to refuse a flank is to pivot—to drop back the end unit and change its facing by 60 degrees. In effect, this forces the Persian cavalry to traverse another 60 degrees just to stay even with the retreating flank! If they are four hexes away they have to traverse 4 hexes—their entire movement factor—just to cover the 60 degrees and stay even. If they were three hexes away they could still gain ground on the retreating flank.

A nice Greek maneuver. The Greek player continues to scatter his cavalry, however; now he has left too many units out in his screening force. Scattered cavalry cannot make an overpowering attack, and now the Greek cavalry is scattered all across the board. He should have a few of those units in with the main body—preferably with the attacking right wing.

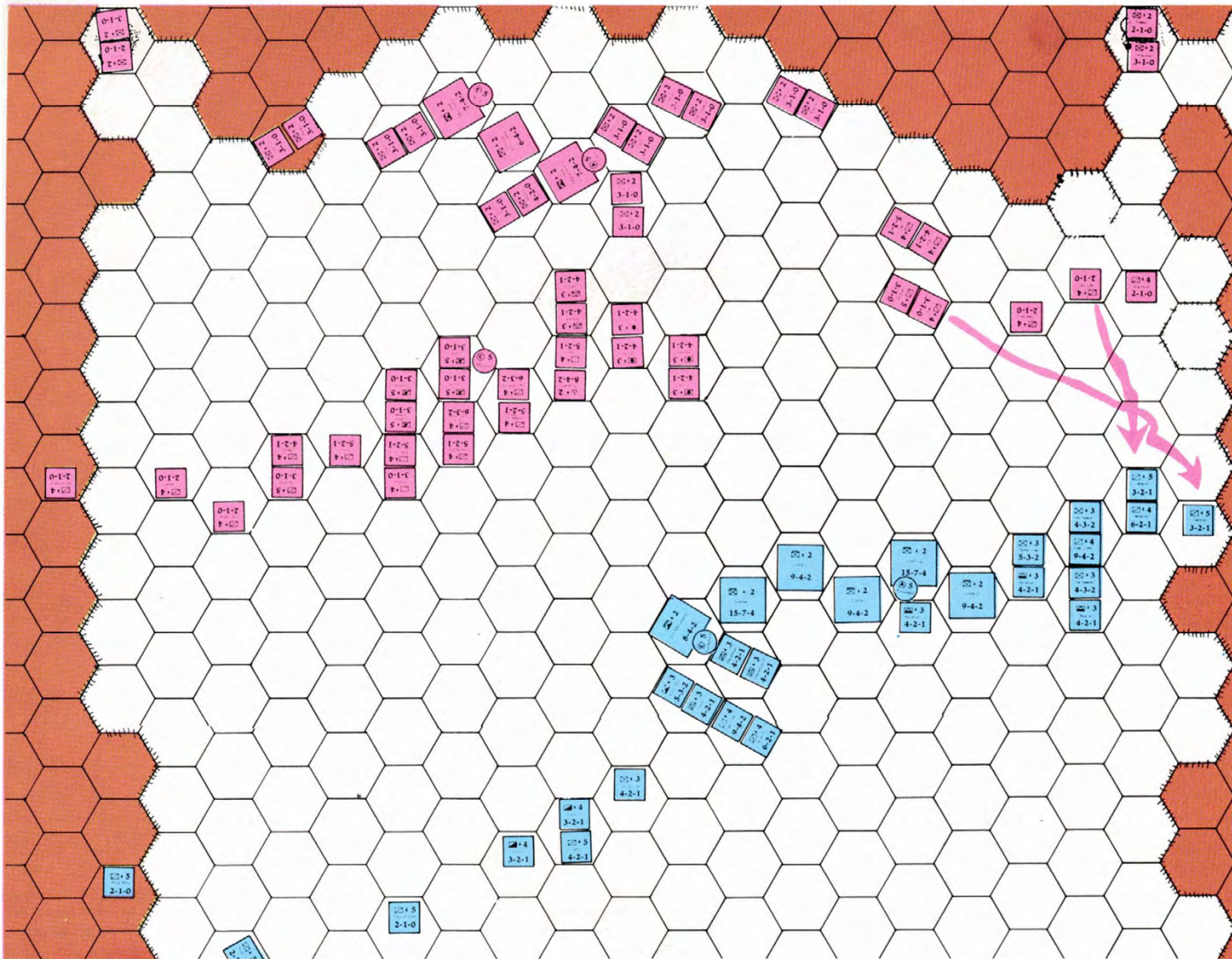
PERSIAN TURN 3

The situation is not good. He has me down to 15½ points on the morale table—one half point over the line. I didn't get the exchange I wanted and lost four cavalry to his half. I am now sure that the covering force which I started with was too weak. The problem is that his advance on my left toward my baggage is much faster than my advance on his left flank; he is winning the race.

I cannot change strategies now, however; I am committed. I must continue to try and flank him on the left. My race is both with his advance on my baggage camp and my decline on the morale table. He is very effectively keeping his left out of my reach and I doubt that I can stay on table number 1 next time. For these reasons I am losing the race.

PERSIAN TURN 3

Time is running out! The Persian player must be delaying his cavalry until his infantry is in the line, so he can attack all across the line at once. He can't afford the time! In the first place, his infantry deployment is slow—this is the turn the Persians



Greek Turn 2: The Greek advance is predictably turning into an oblique right with the Persian horse massing against Alexander's left. But on the Persian 2nd turn two cavalry units will inexplicably jump the gun and

charge the Greek Odrysian Cavalry at 3-1. Although they obtain a $\frac{1}{2}$ DE and succeed in ending Turn 2 with a slight morale edge (20-19) it is not worth the price they'll soon pay.

must waste to straighten out their infantry deployment—and in the second place his cavalry is not moving south and east fast enough to be at the right place when the battle starts. His main cavalry strength **should** be concentrated from J17 to J21, where it would be an immediate threat to attack or continue the outflanking movement. Instead, he moves less than maximum, he stays to the north and away from the Greeks, and he has sent much of his force to his **right**, even farther away, where it is two turns from catching up to the Greek left.

This might be all right, except the Persians are in morale trouble and the Greeks are already in combat near the baggage camp.

It almost seems that the Persians are holding up the advance so the elephants can catch up. This is a mistake, if true—the elephants are as slow as the phalanxes—they can not get to the flank in time.

In front of the baggage camp the Persians are putting up a good fight. This is the type of defense they should have relied on from the start—a hedgehog blocking the gap. If a few more units had survived, they could do it again inside the gap, but the Greeks, although pressed for units, will be able to clear the outer defense next turn.

Again, along the western flank, the Persians make a sacrifice exchange attack. Exchanges do not help them, they are in morale trouble! They should find another way to cope with the irritating Greek

screening units—as it is the Persians who are sacrificing two units, they have diverted major forces to guard that flank, and they will have to divert even more forces next turn. All of this weakens their attacking strength against the left wing. A screen or even an open flank would have at least diverted fewer units.

Greek Move 4:

Now my left wing has to retreat rapidly. It has served its purpose; the delay of his cavalry advance. I decided to use my two light cavalry units to attack with because it will be an even exchange of units on an absolute scale, but the positioning I have used forces him to use two units to eliminate them. This means that two units will be late reaching the main battle, effectively giving me four units in exchange for two. In addition, it guarantees that he will fall to the second table on morale points—a critical matter with the main battle at hand. I think he is sweeping too wide with his cavalry; time is running out for him. He wants the cavalry and central infantry about one hex closer than they are. Maybe I should have used the Agrianian Javelins to give me a flank attack on the third Bactrian cavalry. Instead, I am going for the sure, easy victories. I have pretty much cleared up my right wing and can start to shift my emphasis. Hence the move of the Odrysian cavalry to support my left. I think I will be able to take the

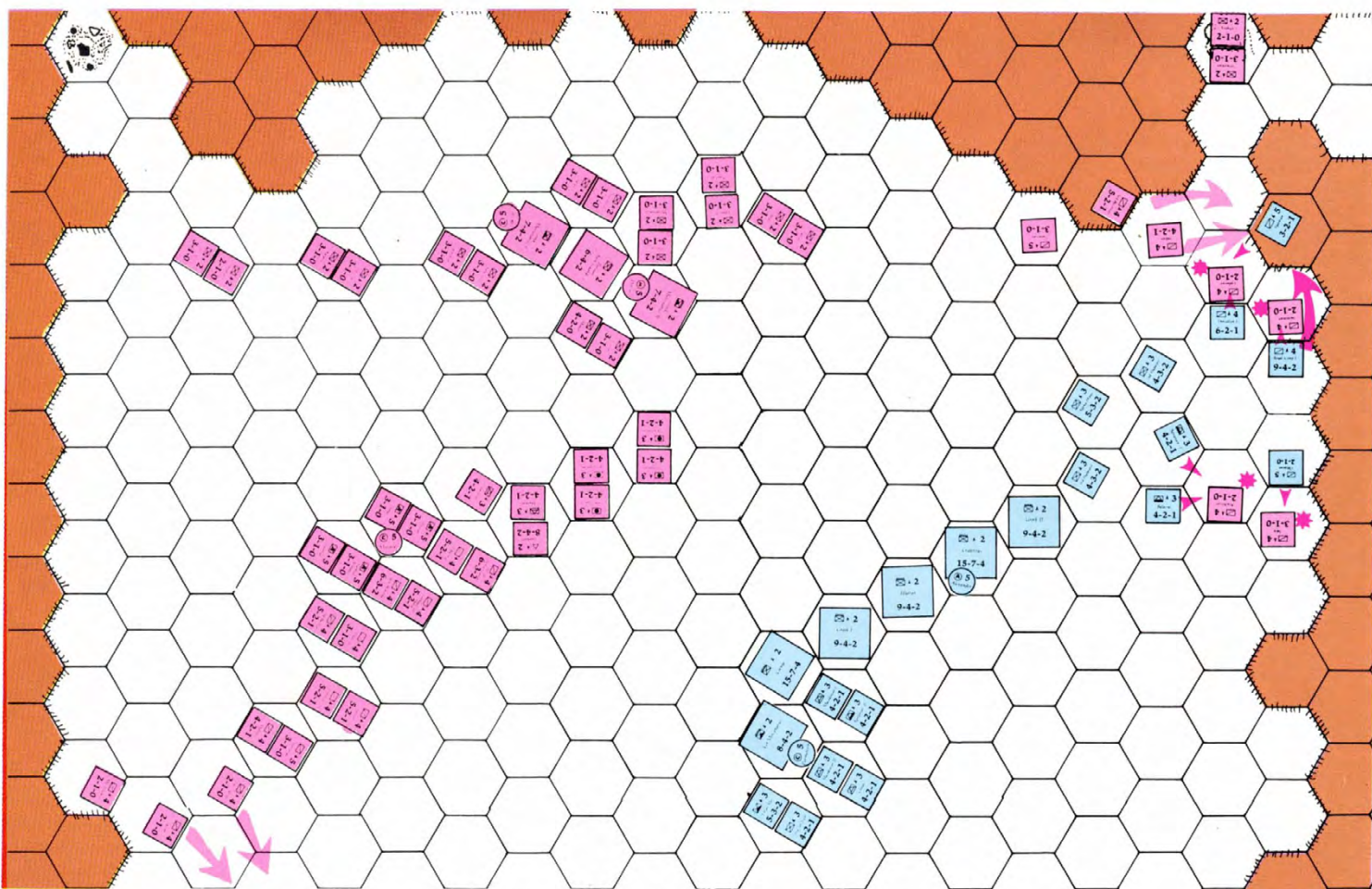
baggage camp; that would effectively settle things as the game stands now. Most of the game to this point has been just the preliminary skirmishing, yet I have a decided advantage as a result. I won heavily on my right, and broke even on my left. His light cavalry is badly cut up, and his infantry is only now getting ready for action.

GREEK TURN 4

Exchanging the Allied horse units is a smart move. The morale exchange hurts the Persians far more, and the placement forces the Persian to divert additional forces to clean up the Greeks—more units subtracted from the main Persian attack. (The Greeks even had a better move—they could actually AV the two Persians and then advance in to form a defensive hedgehog! But this is very tricky, and the Greek move is quite good as it is.)

The baggage camp attack clears away the outer defenses nicely. The Greeks are (play it again, Sam!) still too weak on the right—now they are sending the Odrysian cavalry away?—but they have missile units nicely placed to join the fray in the north if the need arises.

On the left the Greeks pivot again, and now we see one problem with the pivot tactic. Units that are detached, far out on the flank—like the Mercenary Cavalry and the Lancers, in this case—also have to move 60 degrees to keep their position on the flank.



Greek Turn 3: The Greek riposte is swift and deadly. Odrysian attacks Saca from the rear gaining a 2-0 AV; Sacesian is eliminated under the hoofs of the Royal Companions at 9-1 with the attackers moving into V20 after combat. Paconian & Thessalon 1 likewise AV the Cadusian Cavalry while the Agrianian & Balacrus Javelins fall on the Arachosian Cav from the flank at 8-1. In their half the Greeks have gained 2½ morale

points while costing the Persians 4½. The Persian response is far from overwhelming. The Indian & 3rd Bactrian Cav will fall on the Paconians at 4-1 and get a ½ DE. The Susian and Coelo-Syrian cav will charge the Allied Light at 4-1 but succeed only in dislodging the Greeks 1 hex to the SE. Net Morale after turn 3: Greek 20, Persian 16.

Unfortunately, they have to move sideways, and they can't! Result? They have to fly off at an angle to escape the advancing Persians. This was the real problem with putting this cavalry out in the screen last turn, instead of keeping it with the Royal Comp. and Thess. II; now the light cavalry is practically out of play.

One more problem with the pivot—you've got to be very careful about leaving light infantry in the pivot position, because it can fall back only one hex and it is always vulnerable to attack. Usually, this just means that you keep one infantry unit in reserve, to form the end of the new pivot line; then the units who were trapped out in the pivot can turn around and run when the pivot drops back (next turn they come back into the new pivot position). Here, however, the Greek player has only two units on his left and they are both in the pivot hex. They will be hard to extract if he tries to pivot next turn (I told you so Dept.: wouldn't it be nice to have the Thracian Guard there right now?). A subtle point.

PERSIAN TURN 4

Well, he hit me pretty hard this time and I probably can not hit him back hard enough to recover and remain on table 1. He is still fading and screening off his left flank very successfully. All that I can do is to try and defend my baggage camp and hope to win the race.

PERSIAN MOVE 4

The Persians are still taking their time to deploy. The cavalry should be positioned up as far as, say, N15—let the Greeks attack! They only have five cavalry units on that flank!

The Persians are down to 12½ morale points, and they still have the baggage camp and garrison units to lose. Time is now on the Greek side—it is the Persians who must rush to battle. The Persians will not be able to attack if they wait until their morale disintegrates.

Even in the north, where all they have is the poor Persian infantry, the Persians should be advancing—the Greeks are short of units.

Yet the Persians continue to deploy. They are probably two turns from attacking.

Incidentally, examine the Persian defense of the baggage camp—it is excellent. The Greeks cannot get 3-1 against either unit in the camp, despite their strength advantage.

Greek Move 5:

I think he is coming on too slowly. Normally this would be all right, but his morale is too low. This move I am committing myself to go after the baggage camp and engage his infantry. There is not a lot for me to attack otherwise. If I get the camp, he will have almost no chance; if I fail, I still like my game. His main attack is finally on its way; the game will be bloody from now on. I have so far avoided his strong forces, while maneuvering my phalanxes up to him. I am trying to keep my cavalry out of his way until after his attack, then use it for a counterattack.

I failed to take the camp, but he is still in deep trouble.

GREEK TURN 5

Ah, the chickens come home to roost. With just a little more strength on their right, the Greeks could

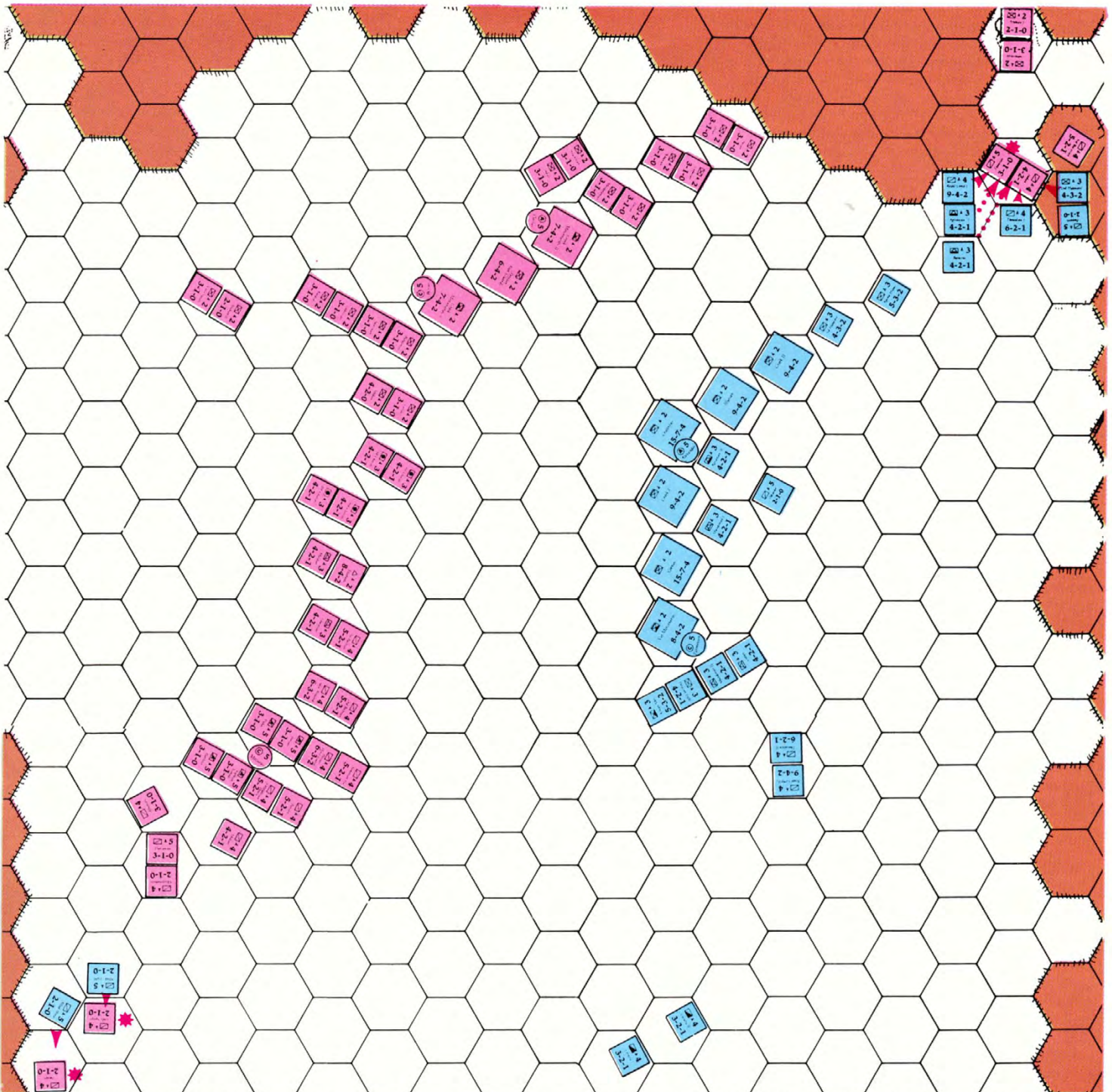
attack both Darius and the baggage camp—a 1/3 chance of getting each—and still be completely safe. The problem is, they would need to use Alexander to neutralize Darius, and they should put two units with Alexander to make him safe—and they come up one unit short. Now they have to choose the baggage camp or Darius, with the problem that units that deploy in one area cannot get back to the other for two turns—too long a delay with the crisis of the game impending.

Darius is worth more morale, but the Greek player is right to go after the baggage camp instead. The cavalry units that remain there are too much of a threat to ignore, and with the Persians deploying into the hills there is a chance that if the Greeks do not take the baggage camp soon they will not get it at all.

The rest of the Greek move is good also. The phalanx shift gets from the cavalry and closes in on the infantry, both of which are desirable. The only problems are at the end of the left flank—the Greek light infantry cannot withdraw fast enough and has to stay out where it is vulnerable, and the Greek light cavalry is still circling harmlessly away to the south.

DISGRESSION: At this point the Greeks have done well, but they are still in trouble. Their momentum depends on the attack on the right, where they are short of units; on their left they are just about out of time—and just because the Persian attack is very very late does not mean that it will be any less devastating.

The Greek position is bad, but the morale situation is beginning to dominate the game. It is a race now—can the Persians exploit their good



Greek Turn 4: The Greek response is to AV the Susian and Coelo-Syrian cav with rear attacks while on the right flank the Royal Companions eliminated the Tapurian cav with Javelin support at 7-1. The Thessalon Cav likewise charged the Indian Cav and with support from the 2nd Hypaspists & Balacrus Javelins

succeeded in gaining a $\frac{1}{2}$ DE at 5-1 odds. The inverted Indian Cav withdrew to U23. The Persians in their half will limit their attacks to AV rear attacks against the Greek Allied Horse and Allied Light—an exchange gratefully accepted. The Morale after Turn 4 is Greek: 20, Persians 12½!

position before their morale breaks? With these the stakes, the failure of the attack against the baggage camp is a particularly harsh defeat for the Greeks.

With the Greeks close, the Greek position bad and the Persian morale collapsing, the Persian choice is clear: the turn of battle is here.

PERSIAN TURN 5

Unfortunately, he got a melee from his attack on the baggage camp; of course that is better than elimination or retreat. I can only hope that after my counterattack, I am still in possession of the camp. I will certainly be lucky to be in possession of it by this time next turn. I must now rely on luck to save me; this is a *prima facie* indication that I have misjudged the position and made a poor decision. The error

was in withdrawing too many forces from my left flank.

I am now fighting on the third table. Among other things I am now required to keep two of my commanders with the two mercenary phalanxes. Only half a point. "My empire for half a point," we can hear Darius crying. Time. Time is crucial. I am definitely losing the race between my decline and loss of the baggage camp and hitting his left flank.

PERSIAN TURN 5

The Persian cavalry is so far away that it must attack a narrow front frontally, but it is a start.

Department of strange opportunities: in the north, the Persians actually have a $\frac{1}{3}$ chance of destroying Alexander with a frontal attack! Instead,

the Persians are deploying into the hills. They must attack! Now! They might even save the baggage camp if they attack the missile units—but they do not. Unfortunately, the Persians are still not bringing up their units at full speed, and he is not even using all his strength in the attack—the other archers would be a considerable help in whittling the Greeks down for the next turn's attack, and they would give the Persians additional chances to eliminate Greek units and raise the Persian morale.

Finally, the Armenian Cavalry is left vulnerable to an AV attack. The Greeks don't have enough cavalry nearby to exploit it profitably, but it is a placement error. The luck of the dice: So far, the die rolls in the game have been remarkably even. This

turn, however, the rolling is remarkable, and has a major effect on how the game comes out. With three shots the Greek archers hit three Persian horse archers—a 1 in 8 chance! The Persian counterfire is also lucky and wipes out one whole Greek missile unit. However, the Odrysian cavalry escapes.

The overall result might seem to be only slightly in the Greek favor, except for the Persian morale situation. A mass exchange of lucky fire is what the Persians cannot afford! They will drop to table 3!

As a result, in the attacks in the north the Persian desperately hopes to cause Greek casualties without taking any losses himself. So, even though he could wipe out the Agema Hyaspists, he elects to settle for a melee. His luck does not come in, however; there are no Greek casualties. The Persians are at 9½—table 3; versus table 1 for the Greeks.

Greek Move 6:

This move may be a mistake, but I think I see a way to end it quickly. I can punch a hole in his cavalry front and wipe out some of his horse archers. Then too, I want to use the phalanx immunity and his being on the #3 morale table to attack his heavy cavalry. I am not at all sure about this; it might be better to take my time and go after his infantry and phalanxes. If I get the baggage camp and enough units, I may win this turn. It was a disappointment not to get it on his counterattack. There is no escaping the fact that were it not for the morale considerations he has an overwhelming position. I can put him in a double bind; if his commanders leave the mercenary phalanxes, they desert. If they stay with them, they may desert anyway and leave the commanders unprotected. Of course, I have to be careful of a possible suicide attack on Alexander.

I used the Agrianian II Javelins in a direct attack hoping that an exchange would give me the chance to wipe out his archers completely, and failed. (A melee would have been useful, too.) Overall, I was not too lucky this turn, although I did get the baggage camp. Now he has to scramble just to get his morale back above zero, and he faces the double bind mentioned. He will smash the cavalry on the left wing, of course; the question being whether that will be enough.

GREEK TURN 6

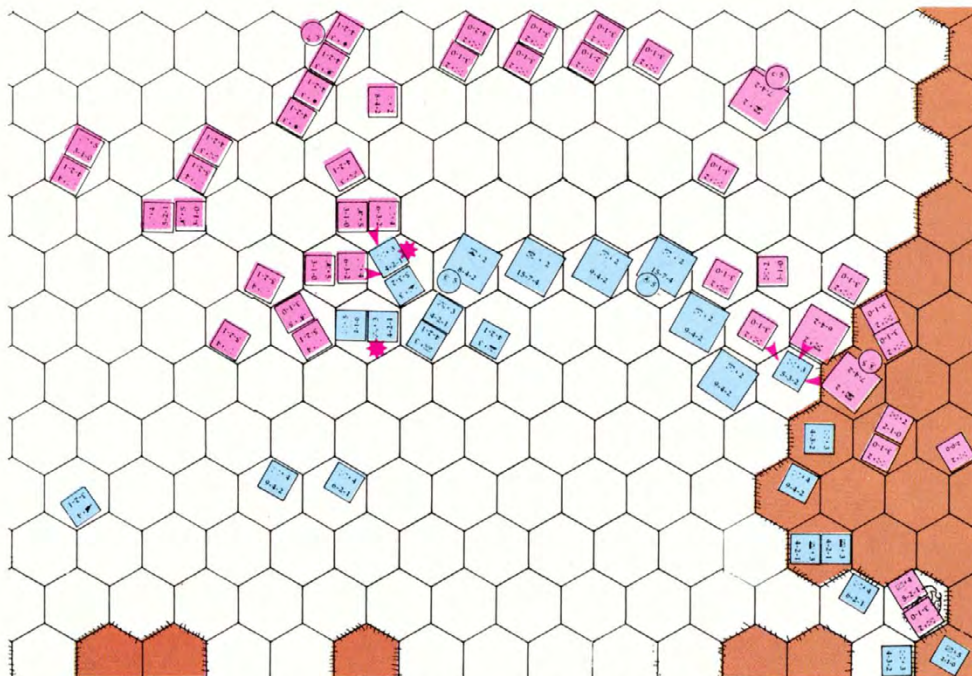
With the Persians on table 3 and the baggage camp about to fall, the Greek player is faced with a hard choice. He can make a massive onslaught—concentrating on the Armenian Heavy Cavalry—in hopes of destroying the Persian morale in one blow; or he can fall back, rely on the fact that he is nearly invulnerable to normal attacks, and try to whittle the Persian morale down to table 4, followed by defeat over the next few turns.

The key to the solution is the fact that the only effective attacks the Persians can make now are AV attacks. The Greeks should maneuver to avoid these attacks above all, and the game will almost fall into his hands.

But it is so tempting to attack. . .

. . . And the Greeks charge. The attack is well executed, except that the Greeks should have retreated the surviving half-cavalry units (Saca Armored and the Persian Horse Guards) away from the Greek flank and advanced the Odrysians into a blocking position. Barring that, they should have made sure Parmenion was guarded. The Agrianian II archers could have done that, instead of being sacrificed for no reason on the front line—after all, every unit that could be saved is less morale for the Persians. (Notice that the deadly Odrysian unit would not have been available if it had not escaped the Persian attack, incidentally.)

In the north the Greeks should attack en masse—after all, the point of the suicide attack in

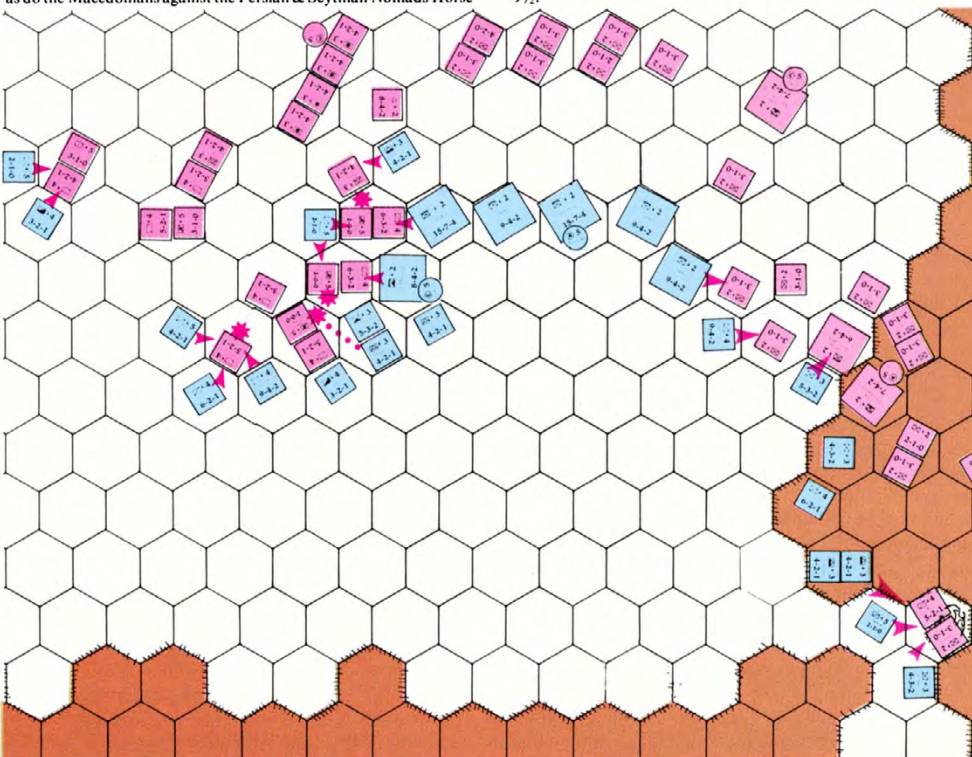


Persian Turn 5: The Greeks made three attacks in their turn; eliminating the Indian cav with Paenonian at 2-1 and advancing to its present position. The 2nd Hypaspist, Agrianian and Balacrus Javelins attacked Sittacanian in the Persian baggage camp at 2-1 drawing a Melee result. Agema & the 3rd Hypaspist attacked the Susian infantry at 3-1 and sent it packing minus a step for a total gain of 1 morale point while costing the Persians two.

The Persian right finally charges but the Macedonian missile forces take away much of the punch with lethal defensive fire. The Cretan archers knock a step off the Parthian Horse Archers at 1-1 as do the Macedonians against the Persian & Scythian Nomads Horse

Archers. The Agrianian & Balacrus Javelins lose a 2-1 volley on the Uxian infantry with no effect.

All the Persian Horse Archers concentrate fire on the II Macedonian archers and eliminate them at 2-1. The Saca Armored, Persian Horse Gds, & Mardian archers eliminate the Thracian Light in a 7-1 charge forcing the Achian Mercenaries to retreat to Q19. 2nd Bactrian forces back Odrysian to Q18 at 5-1. The Persian Foot Gds, Gk Mercenary & Arachosian infantry with Darius in tow manage only a melee from their 3-1 on the Agema Hypaspist. Back in the Persian baggage camp the Sittacanian infantry manage to prolong their melee with a 1-2. Morale at end of turn 5: Greek 19½, Persians 9½.



Greek Turn 6: The Greek phalanx enters the battle against the Persian right. The Dahae Horse Archers defensive fire takes a step out of the charging Cav I in a 1-1 missile attack—one of the few bright spots in an otherwise dismal turn for the Persians. The Macedonian archers eliminate the Scythian Nomads at 2-1. Charges from Lancers, Royal Companion II, & Thessalon II AV the Armenian Hvy. The Odrysian cav then takes the Parthian and Persian Horse Archers from behind in an AV.

Elsewhere things go better for the Persians. The Agrianian Javelins are repulsed in a 1-1 on the Macedonian archers and retreats to M21. Cav I & the Thracian Lt attack the Median cav at 2-1 forcing them to retreat to L17. The attackers advance into the vacated hex and take up a defensive posture. The phalanx draw their first blood in

2-1 attacks against Saca Armored & the Persian Horse Gds—costing both a step. The Greek II phalanx attacks the Persian infantry at 3-1 forcing it to retreat to N25. The Agema Hypaspist is repulsed in its 1-2 vs the Persian Foot Gds and retreats to Q22 with the Persians advancing into the won ground. Royal Companion I charges the Arachosian infantry at 6-1, inverting it, and forcing it to withdraw to N24. 3rd Hypaspist loses a step in its 1-2 vs Darius and the Greek Mercenaries, but the clincher comes with the fall of the Persian Baggage Camp. 2nd Hypaspist, Agrianian and Balacrus Javelins force the Sittacanian infantry back 2 to S24 with a 2-1 attack. The Hypaspists advance to occupy the camp. The Greek move has cost the Persian 13 morale points forcing him to retaliate strongly in his half just to stay on the board.

the south was to maximize casualties. The phalanxes should bear down—but they do not. There is even another chance to get Darius—but the Greeks pass it up.

A suicide attack in the south and weak attacks in the north—the Greeks have almost given the game away on this turn. They have maximized the few remaining Persian advantages, and now time is on the Persian side again; how long before the Persian cavalry will carry all before it?

Die rolls: But again, luck steps in for the Greeks: the baggage camp falls. This might make up for all the Greek problems . . .

PERSIAN TURN 6

Well, he got the baggage camp; he would have to be unlucky *not* to do so. I am now minus thirteen on the temporary morale table! It looks pretty hopeless; nevertheless, I will execute the long desired and always delayed attack on his left. I doubt that this attack will save the game for me, given my hopeless morale situation, but perhaps this attack can show how devastating a solid attack against an exposed flank can be. Most of the victories will of course be automatic; they have to be given that I am on table three while he is still on table one. If I had won the race by one turn, then I believe that I would have better than even chances *given this attack* of winning. My opponents *skill* (certainly) and possibly my own lack of it combined with slight bad luck, however, prevented me from making this attack a turn or two earlier than the time when my camp falls and the bottom falls out of my morale.

As can be seen I destroyed nearly a third of the Greek army on this turn. It is too late. He will kill Darius on the next turn. I am conceding.

PERSIAN TURN 6

Here come the Persians! The attack wipes out the Greek left in inspired fashion. Despite some bad die rolling—*none* of the Persian conventional attacks caused a casualty—the Persians claw themselves back near table 3.

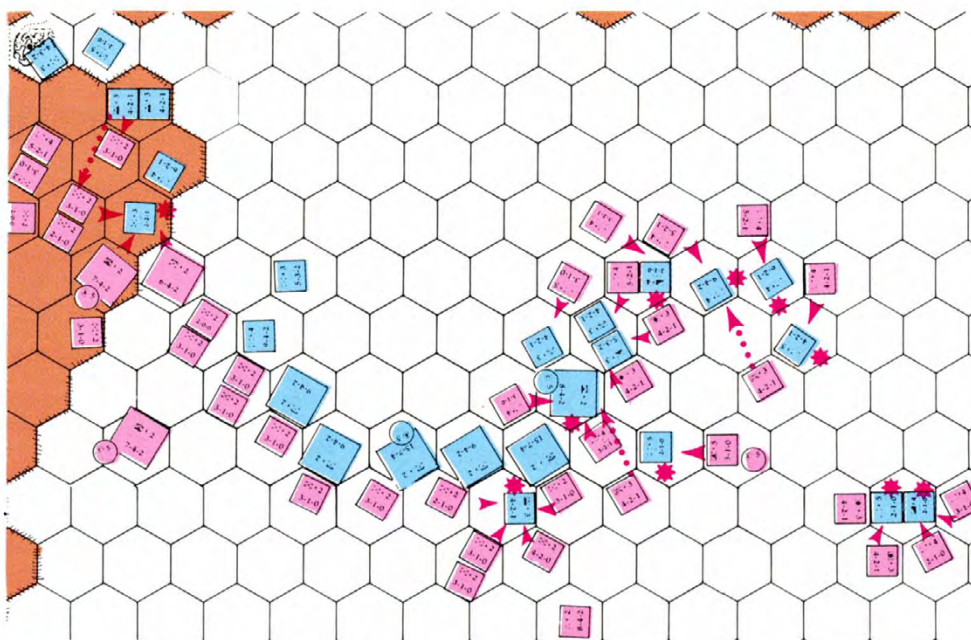
But . . . he left Darius on the front line, on top of a mercenary?! Oh-oh . . .

The Persian mercenaries desert.

Greek Move 7:

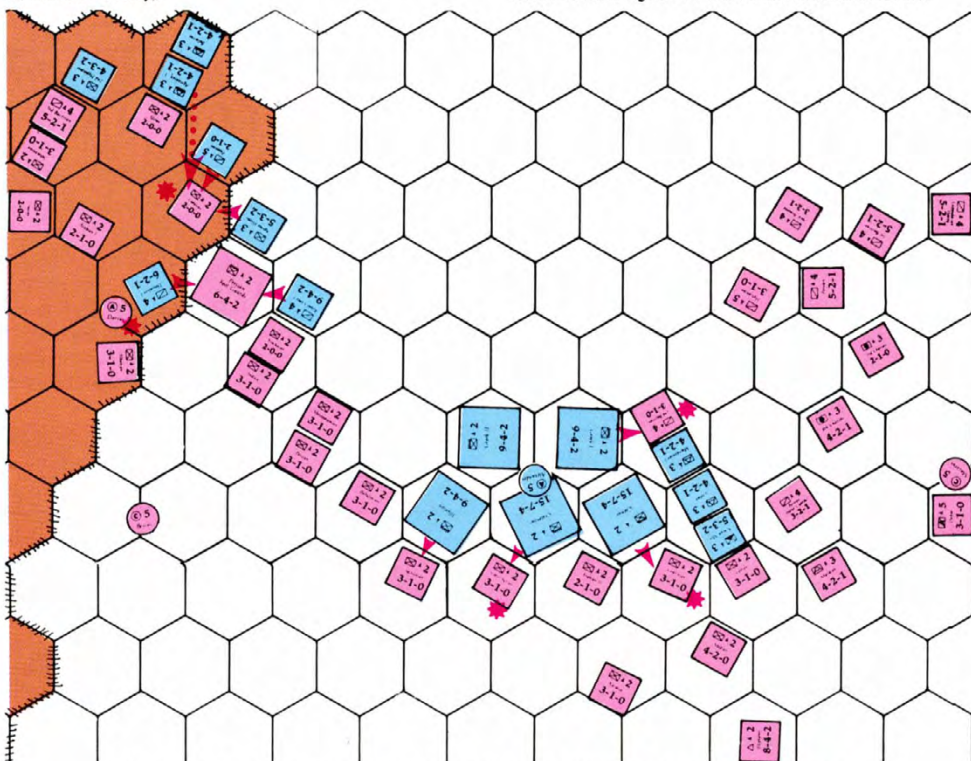
This does it. I almost threw the game away with that last move of mine—not the idea, but the details. There were two distinct blunders—first of all, there was no need to leave Parmenion on the Mercenary phalanx since there was no chance of desertion; then I should have taken a step from my Achian infantry and completely eliminated his 2nd Bactrian cavalry. That would have prevented the rear attack. I came out of it in good shape because of his morale problems; attacks on table #3 are not good no matter what the odds. Now he is down to table #4, which gives me even better odds. And the desertion of his mercenary phalanxes guarantees me the win. He gambled (correctly, I think) on being able to keep them; now his commanders are naked.

My move is by no means the best possible; it is the obvious one. It wins the game this turn, so I did not bother to look for better. Note that it assumes that a lone commander does not even block entry into a hex, being eliminated without preventing other combat. The important point is the elimination of DARIUS; the attack on the Persian phalanx is just added insurance. I could probably get Bessus instead of the phalanx. I am certain to cost him more than a dozen morale points, while the formation I have set up prevents him from gaining much back. Since he attacks on table #4, he needs better than 5-1 on each battle to have a chance. My defensive fire will probably cost him another couple of morale points.



Persian Turn 6: The Persian unleashes a flurry of AV attacks against the Greek left but it may be too late. The victims include: the Thracian Light (8-1: 1st & 2nd Chariot); Cav I (10-0: Albanian & Mesopotamian); Lancers (8-1 Median); Royal Companion II (7-1: 1st Bactrian, Caucasian Archers); Thessalon II (10-1: Cappadocian Hwy); Cav II (6-0: Saca Armored); Veteran Mercenary & Parmenion (8-1: 2nd Bactrian, Persian Horse Gds, Mardian Archers); Agrianian II (12-0: Arabian II, Gedrosian, Median, Carian infantry); Odrisian (3-0: Dahae); and the 3rd Hypaspist (7-1: Persian Ft Gd, Greek Mercenary II, Casusian infantry).

In conventional attacks the Persians low morale prevents major gains. The Persian cav advancing over the AVed remnants of Cav II attack the Macedonian archers at 5-1 and force a retreat. The Hyrcanian cav's 3-1 attack on the Cretan archers is repulsed to R17. The 3rd & 4th chariots lose a step in their 3-1 on the Achian Mercenary. In defensive missile fire the Balacrus & Agrianian I Javelins extract a step from the Cadusian & Uxian infantry in 1-1 attacks. Turn 6 ends with the Greek left nowhere in sight but the Persian morale reduced to 4 and the worst table while the Greek morale remains high at 16. The Persian Mercenaries desert.



Greek Turn 7: Alexander circles what's left of his center and rides down Darius on his right before the Persian throws in the towel. The Greek 1st Phalanx eliminates the 2nd Bactrian Cav at 9-1; the Cadusian infantry is AVed at 7-1, enabling the Thessalon Cav to take the Persian Ft Guards from the flank while the Royal Companions attack frontally—extracting a step loss.

The Mardian archers take a step loss in their volley exchange with the Cretan archers. Coenus eliminates Gedrosian at 5-1. Craterus eliminates Coelo-Syrian infantry at 5-1. The Illyrian phalanx takes a step out of the Babylonian infantry at 3-1. No other attacks result in losses.

GREEK TURN 7

The Greeks pull it out with a last, weak mass attack—the Persians just cannot gain back that much morale if they eliminate everybody in reach! Except. . .

PERSIAN TURN 7

Well, the Persians surrender anyway, so it doesn't matter. But, they did have one last 50-50 chance of winning the game (which just goes to show you how strange a game ALEXANDER is—and how close a game this was).

Consider: if the Dahae go to P20 (which the Greek player should have blocked, incidently) and attack Craterous from the flank, and the elephants go to M22 and charge, aided by two commanders, and the Mardian archers join in to make it a 3-1—on table 2, because of the commanders. . . then a 2, 3, or 4 die roll would win the game. . .

But the Persians surrendered.

Greek Summation:

The Persian player resigns without moving. The results of my 7th turn combat cost him 19 morale points, making it necessary to gain a minimum of 15½ points on his riposte in the game. This requires the elimination of every combat unit I have, an obvious impossibility. The alternative, eliminating Alexander, is not possible since the best he can manage to get on that phalanx is a 1-2 attack on table #2 (using both commanders). This combat has no wins for him.

His first move pretty well set the stage for this result. Once he has his infantry out of position, I was able to gain enough of a morale advantage to make it almost impossible for him. Even my blunder on the sixth turn did no more than give him an outside chance. It is an interesting demonstration of one of the facets of the game; the fact that the early non-combat turns are so important in deciding the winner. It is also a clear demonstration of the importance of a morale advantage; as shown by the way this carried me through his sixth turn attacks.

PERSIAN SUMMATION

My biggest error was made on the first turn. I undercommitted to my own left flank. I needed more infantry and cavalry—two of each type in order to hold out. Possibly I should have remained defensive and not attacked him when I did, but given the weakness of left flank I thought I could delay him longer by attacking rather than standing and defending. He screened off my massive right wing attack by keeping his forces just out of my reach, but close enough so that he could deliver a heavy attack if I pressed him too much. He knew that I would not want to take the first heavy blow. This was the key to his very successful screening of my right flank. Perhaps another error was in not being willing to take that first knock. After all, I would probably have still been superior to him and thus could probably deliver just as heavy a counter-blow. The only fact which helps here is that the side I played also lost and did not even kill off the Greek sub-commander—Alexander did that later while drunk. Thus I did do better than Darius, but then that isn't saying much.

SUMMARY

ALEXANDER is an unforgiving game, and nobody ever plays a perfect game. The nice thing about **ALEXANDER** (if you have strong nerves, that is) is that every mistake, no matter how subtle or small, comes back to haunt you—there is just not enough time to recover.

The Persians made their mistake with the little cavalry expedition into the teeth of the Greek advance. It cost morale that, ultimately, could never be regained.

The Greek error was scattering their cavalry, thereby reducing their attack potential. In the end this did not destroy them—largely because the Persians were so slow to deploy. Of course, the Greeks almost did give the game away on turn 6, but he knew what he was trying to gain, and he was willing to pay the price—and it might have won the game right there, if he had been just a little more careful with his placement. As it was, though, he was lucky to win—lucky at the baggage camp, lucky to get Darius.

It was a very close game.

Might-have-been department: during the game both sides had chances to wipe out the other's leader—which, the way things worked out, would have been immediately decisive. Darius was vulnerable on turns 5 and 6, and Alexander was vulnerable on turns 5 and 7. An interesting point about **ALEXANDER**: guard your leader! He is every inch the King of chess, but in **ALEXANDER** no one calls check.

Now let's look at the chancier decisions in the game. The big Greek attack on turn 6 was meant to drive the Persian morale down; actually, combined with the Persian counterattack, the Persians gained ½ a morale point. Similarly, the Persians attacked on turn 5 to gain morale; they actually lost a point even ignoring the immediate Greek counterattack.

Finally, it must be said that the Greeks had better luck, not so much on their own attacks but in the bad luck the Persians had. One or two extra victories almost anywhere in the game would have kept the Persian morale on a higher table—and in the end, it was the morale drop—and the consequent loss of the Persian Mercenaries—that lost the game.



OUT OF THE CLOSET

"Geez, it's stuffy in there, and besides, you can't even see the player cards in the dark. I wish those mean old wargamers would let us play in the clubroom like normal people."

HOW OFTEN HAS THIS HAPPENED TO YOU? You're a sports gamer, and you want to be recognized but you've got no place to go. Well, good news! Pretty soon Avalon Hill will have a magazine just for you, and you won't have to hide in the closet any more. We haven't got a name yet, but we've got plenty of great ideas.

One thing we could use, however, is YOU. If you consider yourself an avid sports gamer, drop us a line. Maybe you'll just tell us what you'd like to see in the magazine. Or tell us about your club or league. Who knows, maybe you'll have an article that we want to publish (and pay you for, of course).

Come on out of that closet, and get in touch with us. Write to me, B.C. Milligan, Sports Editor, The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Md. 21214.

NEW KINGMAKER EVENT CARDS

Are your **KINGMAKER** games getting a bit dull? You can spice them up with the new Event Cards described elsewhere in this issue. Avalon Hill is making available in a special expansion kit a new deck of 48 Events cards including 25 printed Treachery, Gales At Sea, Refuge, Vacillating Allegiance, Catastrophe, and Royal Death cards as

well as 23 blanks for use in your own variants. The entire deck is backed by the same rich **KINGMAKER** design which makes the game such a joy to play and cards from the two decks will be indistinguishable from the rear. This special card deck is available for \$2.00 plus postage. Maryland residents please add 5% sales tax.

AN IMPORTANT NOTICE TO ELITE CLUB TICKET HOLDERS

Good news for Elite Club members. From now on your Elite Club Discount coupons are good towards the Mail order purchase of any Avalon Hill game direct from Avalon Hill—not just the Mail Order only variety.

Discounts are applicable only to those members of the Elite Club who staple their 1977 calendar year Elite Club ticket to their order. Used or lost Elite Club tickets are not replaced under any circumstances.

You too can become a member of the Elite Club. To qualify you must place a mail order for any six Avalon Hill games. No discounts apply to

this qualifying order. When placing such an order be sure to ask for your Elite Club membership card/tickets to insure we don't forget.

You'll then be a lifetime member of the Avalon Hill Elite Club & eligible for discounts on mail order only games every year for the rest of your life. (Providing you don't lose your membership card.)

This offer does not include a free subscription to the **GENERAL**, and is not to be confused with the initial offering made in 1974. Your game order must total at least \$50 to qualify you for membership and can not include any game more than once.

GENERAL RETAIL DISTRIBUTION

If you own or manage a game outlet and are not stocking the **GENERAL** you may be missing the boat on what has proven to be a very effective sales aid at the retail level. Your first order is mailed to you automatically in its own attractive display case. Thereafter you receive bi-monthly shipments of whatever quantities you care to keep on standing order (minimum of 6 copies please). Want to increase or decrease your standing order—fine, just drop our circulation manager Ms. Zombro a note to that effect. You'll be billed automatically for each shipment. Take up to 30 days to pay for your order under our standard 2/10 EOM terms. Furthermore, we're so sure you'll be happy with the **GENERAL** that we'll guarantee their sale. If, after 90 days, you can't sell them, return any remaining copies for full credit.

All dealers earn 50% discount on orders of 6 or more. Wholesalers ordering in quantities of 144 or



more earn 55% discount with FFA. Complement your games section now, order the **GENERAL** today. Direct all bulk rate inquiries to the attn. of Ms. Gertrude Zombro c/o Avalon Hill.

A SQUAD LEADER PREVIEW

THE BUILDING OF SQUAD LEADER By John Hill

We were quite pleased to add John Hill to our stable of free lance designers as he practically invented the breed of third world designers. His games VERDUN, KASSERINE PASS, OVERLORD, HUE, and JERUSALEM have all been accepted in the realm of professional game design as imaginative efforts but he really set the scene for "non-professional" designers with the publication of BAR LEV—widely acclaimed as the best post WWII wargame by many even now. He expects, as do we, that the combination of his unique design talents with AH graphics excellence and development aid will result in a new level of gaming sophistication in the form of the soon to be released SQUAD LEADER.

As the GENERAL is not a full color magazine we cannot illustrate the board as we would like but have included a sampling of the counters John refers to. The difference in counter size is not only attractive but functional as vehicular counters are not allowed to stack and their increased size makes them readily differentiated from the infantry counters. We hope you enjoy this sneak preview of SQUAD LEADER which is just now going into final playtesting.

In many respects *SQUAD LEADER* was not designed but built. The difference is subtle, but significant in terms of game evolution. Often, when a game is designed the designer knows fairly well how everything is going to "go" before he even sits down at the typewriter. In his mind, he decided that "this" system would work for movement, this for combat and such and such for supply. Mentally, he then simply plugs it all together and out comes "game". Unfortunately, the vast majority of games are generally done that way. The net result is that the "designer" dumps on the "developer" and "playtesters" a complete new child. These folks then knock off the rough edges, add a bit of polish and "POP" out comes another game . . . maybe, good . . . maybe bad. I have been designing games for some time, most were good, and one was great. BUT, I really knew that there had to be a better way. And in *SQUAD LEADER* we found it.

Looking back a bit at one of AVALON HILL'S more successful games, *TOBRUK* we saw the very great advantage of the "programmed" approach to guide the gamer a little at a time into what is a very complex game. By building up the complexity, not just by rules, but by ascending scenarios, a person soon had logically "built" an understanding. In the wargamers mind, the understanding of *TOBRUK* was "built", not presented. Here, I felt was a good way not just to "present" a game, but to design it. A very firm, solid game system would be created that would have enough flexible handles that any combat effect could be simply plugged in or out like a replaceable module. In many respects even though this would lend itself to a "building" technique the overall construction techniques that were to be used had to be thought out in advance though the particulars could be left to a later date. This idea of building a game through "programmed design" had intrigued me quite a bit and I had developed a number of systems that would lend themselves to this methodology without really having a particular game design problem in mind. So, the basic system vehicle for *SQUAD LEADER* actually was fairly well done even before the idea of an infantry World War II game was decided upon.

The first step was in defining what both AVALON HILL and I wanted in the game. After some discussion the following objectives were

generally agreed upon. *SQUAD LEADER* was to be a "basically simple" game that could be "gotten into" quickly. It had to have a high emphasis on playability with ready access to "playing data". We would avoid the usual polyglot of different tables and charts and confine ourselves to one basic systems chart that would calculate the effect of everything. All basic player info would be contained on one sheet, printed both sides. Bookkeeping would be kept to a minimum. Graphically, it should be the most "visually descriptive" game ever printed. AND within all these pre-set parameters of playability all the following effects of infantry combat must be portrayed:

1. Firepower differentials between different squads.
 2. The effect of differing ability of individual NCOs and leaders.
 3. Effect differences between all main infantry type weapons.
 4. A morale system that would capture all the subtle psychological differences in different nationalities, situations and types of cover.
 5. The effects of armor in an infantry environment must be realistically portrayed, but the effects of armor vs. armor could be simplified.
 6. Mechanical reliability of armament by nationality.
 7. The game must show the concept of leadership as it portrays probable tactical success.
 8. The game must show how as key leaders of squads and platoons become casualties the overall performance of an entire battalion suffers.
- Now, all those nice realistic effects have been captured and portrayed before, BUT never under the very strict playability standards that were clearly defined prior to listing the "realism standards." And both Don Greenwood and myself agreed that we would both become quite strict if either I, as the designer, or he, as the developer, attempted to water down the "playability" and "reference ease" standards that we originally set down. Compromises, could and would be made, only with great hesitation. *SQUAD LEADER* would primarily be a "players game."

And that's how it began. For such strict standards, the programmed design technique would indeed be tested. Then bit by bit it was constructed. A unique "FIRE EFFECTS" table was set down that captured all the possible variety of firepower intensity with its attendant effect on soldiers' lives and morale; it showed not just "morale checks" but degree of morale checks. The effects of all weapons from flamethrower, to sub-machine gun, to a 150MM shell burst were able to be quickly resolved without chart shuffling or endless cross references. Even the differing tactical ability of individual leaders and "better shots" was easily plugged in. All these effects are portrayed in a "Combat Results Table" no more complicated than that of AVALON HILL'S classic; *BATTLE OF THE BULGE*. The clearness of the system is a real breakthrough. Though, in all honesty, it was only achieved after discarding roughly three dozen other attempts. So this was the first step.

The next step was the very specific game boards in terms of "what it actually is". *SQUAD LEADER* has a city, and what a city it is . . . complete with sidewalks, sewers and random sized and structured buildings all in full color. Hence Line of Sight definitions take on new meaning. Instead of hexes and hexside blocking fire the gamer will actually have his "sight" blocked by that "building's

corner . . . that little shed . . . or that hedge . . . or that little porch sticking out from the chateau. Or out in the country your soldiers will advance through rows of waving wheat. It will not be abstracted . . . it will be there . . . in the hill country . . . there are mountains and cliffs that people can be cornered against . . . all in all, *SQUAD LEADER* will have the most beautifully detailed, relevant terrain features of a board game to date. On *TOBRUK* we spent a fortune researching the charts. On *SQUAD LEADER*, we spent it on the boards. And counters, well, the individual NCOs and officers have been distinctly created. Even their silhouettes on the counters have distinct personalities.

We then had the nice clean system we had demanded, and the total graphic presentation that would bring the game to life. And then we started to "build." After a few "frictions" as Don and I got to know each other's game philosophies and techniques the building went faster and faster. But, we always kept the "programmed" technique in mind. In a forced attempt to perfect each separate segment before it was hung on the game skeleton it was presented individually. Each scenario was treated as if "it" alone was the game and hence we focused on it. To help Don and his playtesters "focus" on each segment I developed each scenario in sets of three. Hence, the American scenarios were not even started until all the earlier ones along with their own special rules were de-bugged. This often led to impatience as both of us felt the urge to "get on" with it. But, each brick, in the game we were building had to fit. All combat effects still had to "fit back onto" the already defined FIRE EFFECTS TABLE. When it came time to introduce flame-throwers and demolition charges the "quickie" temptation was to say, "well, these are sorta special weapons . . . lets look up the specs and make a special table for them". That would have been the easy way but soon we would've been up to our necks in "special tables". So, we forced ourselves to relate these weapons to what we had already defined, in terms of game system. In terms of work, it means more, but in terms of playability it was a most worthwhile discipline. The basic structure with almost no change accepted each new "building brick" as the game progressed. This was the whole point, every new wrinkle whether it be Quad 50 machine guns, a minefield or an artillery barrage had to plug into the same INFANTRY FIRE TABLE as a light machine gun. And it did.

The final "crowning" touch of modular "plugging in" was the final little effect of buildings on fire, having the fire spread to other parts of the buildings. The question of when to "roll for it" naturally came up.

Way back in the beginning, when we created *SQUAD LEADER*'s "Phase System" we decided that all moving squads would fire in the ADVANCING FIRE PHASE. It was one of the basic structural points of the *SQUAD LEADER* system. And we now had come to the last little point. We then simply said that to see if a fire in a building advances . . . roll in the ADVANCING FIRE PHASE. Hence, the last "designed" element of the game beautifully dovetails into one of the first. This then, was how we designed *SQUAD LEADER*.

What can you expect when we unveil it at ORIGINS III? We've already mentioned how its four isomorphic boards would be scenically

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A.H. Philosophy . . . Continued from Pg. 2, Col. 3

instances. This resulted in the diagram on page 6 making little sense. Try to visualize the red fire lines on that page as $\frac{1}{8}$ " lower until we can get you a revised 2nd edition. Don't worry—the revised editions will be provided at no charge to original purchasers of the game.

CAESAR-ALESIA has been transferred to the retail division due to a good sales record and fine reviews. It is already in its second edition with slightly amended rules, and should be arriving in your outlets by September.

Making its debut as an Avalon Hill title this fall will be Gamma Two's **NAPOLEON**. **NAPOLEON** is the third and best of a three game series of wargames by this Canadian company which has pioneered one of the most innovative, playable and enjoyable game systems the hobby has yet seen. Put briefly, **NAPOLEON** utilizes quality wooden playing pieces to incorporate both step reduction and "fog of war" uncertainty in regards of your opponent's move. The three dimensional wooden blocks are stood on end with the type (infantry, cavalry, artillery, horse artillery) and strength visible only to the owner. The opponent sees only the standard blue, red or green back of the unit until he moves his pieces into the same area for battle. Each time a unit takes losses the square tile is flipped clockwise to reveal its new strength. Combat resolution is simple and faintly reminiscent of **WAR AT SEA**, although more sophisticated and realistic. The overall effect is that of a short and very enjoyable operational level game that even one's wife could readily understand. We'll limit our development of the game to minor cleansing of the rules and addition of playing aids such as a battle resolution card and perhaps a roster pad.

Another outside design which will see AH release this fall is Battleline's **SUBMARINE** game which we'll develop and re-dub **U-BOAT**. The Battleline people are the ones who first designed our **WOODEN SHIPS & IRON MEN** title and **SUBMARINE** is a similar design approach which is even more enjoyable due to the wide variance in play created by WWII weaponry as opposed to the age of sail. The wolfpack scenarios have proved to be especially entertaining as a multi-player game. Mick Uhl will handle the AH development chores on this release and the revision could prove extensive. For all of its enjoyable qualities, **SUBMARINE** suffered from poor graphics, organization, and more than a few historical inaccuracies due to the original designer's haste. Our more leisurely development of the same title should correct Steve Peek's original faults and bring out the true brilliance of his game system. We'll also be adding extensive Campaign Game and Random Scenario sections while improving the already novel submarine hidden movement system.

Before the **Rising Sun** proved to be our most popular seminar at ORIGINS, Larry Pinsky packed them in and held over 100 Pacific war enthusiasts spellbound for two hours with an ongoing description of his yet to be published design. So eager was their anticipation that many indicated a willingness to pay \$25.00 and up for the game. But you'll just have to be patient a while longer. **THE RISING SUN** is as close as we'll ever come to a monster game and has scored the highest on our possible titles survey so we're not about to botch it with a rushed effort.

THE RISING SUN has spent a relatively long time in the preplaytest stage. The reason for the long development process is the enormous difficulty in attempting to capture the essence of

a situation that spans the limits from the extreme strategic to the extreme tactical. The original motivation was to design a game that accurately presented the strategic sparring in the Pacific while still maintaining a strong tactical flavor when it came to combat. The game as it now stands, at the beginning of its playtesting, has succeeded. It remains to be seen just how playable the mechanics wind up, and how long it takes to play a campaign scenario.

The game turns represent two weeks of actual time and each contain 2 identical Naval Operations Phases. There is a very workable hidden movement system that does *not* require any written record keeping. The strategic movement is almost entirely executed with Task Force substitute counters and with a Task Force Organization Display, to keep the Task Force Compositions straight. The game is strongly slanted toward the use of substitute counters in all aspects. All of the ships down through light cruisers are included in the game as individual units. Destroyers and transports are represented as Divisions and Half Strength Divisions, and are freely exchangeable. There is a Hit Record Pad to record damage suffered by ships. The mapboard uses a scale of 150 nautical miles per hex and extends from Hawaii to India and Ceylon, and from the Aleutians to New Zealand. The commonwealth and Chinese units are included, and the Campaign games contain the entire scene, including land combat.

The initial hope was to provide a Pearl Harbor to Hiroshima game, but to keep the game to reasonable size, the published version will only run through early 1944. It is currently planned to have a mail-order "extension kit" available when the game is released that will contain additional counters, rules and scenarios, taking the game through 1945. The relatively unbalanced situation during the last year and a half of the war means that there are relatively few interesting scenarios excluded from the published version. The game will contain scenarios presenting "mini-games" that recreate virtually all of the surface actions and major carrier air battles of the war. These mini-games will take anywhere from 10 to 60 minutes to play and will mostly involve the tactical portion of the game system. If things continue as now scheduled, the game should be released in the spring of next year.

AREA MULTI-PLAYER RATINGS

Over the past few years Avalon Hill has come up with several games which have the capacity for being played as, and in some cases are much better as, a multiplayer game. Unfortunately for those who prefer the multiplayer style of play and happen to be interested in the AREA rating system, there has not been a method for incorporating the rating of these games into the AREA system due to the many irregularities involved. The following narrative, however, comprises a system for rating the multiplayer game. It can be utilized either in team competition, such as that found in **WSIM**, or in the "sole winner" multiplayer game, such as **DIPLOMACY** and **KINGMAKER**.

To have an AREA rated multiplayer game you only need three ingredients: a suitable game, a bunch of players, and someone who will act as the "Qualified Moderator" (QM) and record the results. Oh yes, one must also have a system that can handle the irregularities and present the final results to the AREA technicians in acceptable form. So here goes . . .

Each player must know his AREA rating at the start of the match and submit it to the QM. (Note: In this system a player's rating at the start of the game is used.) The QM then finds the average player rating for that game by adding all players' ratings and dividing by the number of players in the game. Once this has been accomplished, the QM establishes a "point pool" where each player contributes to the pool that number of points he would have given up had he lost to a player with the average rating. At the conclusion of the match the point pool is distributed evenly to all participants in a draw or given outright to a sole winner. Simple yes, but this system, as you might expect, has the inevitable exceptions.

The first is that when compiling the scores, if one of the participants is a Verified player, then points will be tabulated as if all of the players were verified, i.e., points contributed will be halved. This policy may be circumvented if and only if the QM receives in writing a statement from the Verified player that he will waive the Verified Player Stabilizer for this particular game. (Note: this statement must be submitted with the AREA rating slips when they are turned in.) The second exception is that if there is a possibility of a sole winner then the number of points contributed will be reduced by 40%. This reduction, however, will not occur if the game in question was already reduced once due to there being a Verified player in the game; there can be only one reduction per game. Finally, to cover all present and future situations there will be a minimum and maximum level imposed on AREA points contributed and received. No player will contribute less than 20 points, and no player may gain more than 300 points for any one game.

All of the recording, verification, and misc. paperwork will be executed by the QM, who by the way will not be allowed to participate in one of his own moderated games. QMs must be licensed, so to speak, before they will be allowed to perform this service. In order to be licensed, a prospective QM must come from the ranks of the "verified" players and be familiar with at least three Avalon Hill games. Also, they must be willing to contribute \$1. to the current QM Coordinator to help him defray the cost of this project. Once this has been done, one need only follow the format laid out in the following paragraph to have a rated multiplayer game.

(To prospective QMs) The participants in the game must give you, at the start of the game, a victory claim sheet that contains: (1) their signature; (2) their AREA number; (3) their current rating; (4) the name of the game; and (5) the date the game was started. (Note: If the QM cannot establish a player's current rating, either he or the player should write Ron LaPorte, the AREA technician, and request a rating check.) In a pbm game the QM Coordinator (NOT the AREA technician) should be notified that a rated pbm multiplayer game has been started. This is a precautionary measure taken only for pbm games to protect the individual players should something happen to the moderator during the course of the game. If this procedure for pbm games is not followed, it could cause your game not to be accepted. When the game is completed, the QM should attach the victory claims and any misc. information to a sheet of 8" x 11" paper. Send this data sheet along with the name of who won (or who participated in a draw) and how much should be added/subtracted from everyone's score to the QM Coordinator. (You should also include a stamped envelope.) The

Continued on Pg. 34, Col. 3

Gentlemen:

I read with interest the article by Mark Saha in *THE GENERAL* 13-6. I was especially interested in the *TOBRUK*-by-mail system suggested. As a player of a *TOBRUK* PBM game using a similar system, I would like to make a suggestion regarding the fire system.

The simultaneous move and fire segments are exceptionally good to use with the *TOBRUK* system but I feel the fire system should be truly simultaneous. To allow for such fire, each turn should be divided into 15 two-second intervals. In two seconds, a shell from a Pz III J (for example) should travel about 20 hexes (i.e., muzzle velocity = 825 m/sec, 1 hex = 75 m). Under normal conditions, therefore, any shell fired should affect its target within 2 seconds. This enables the construction of a table of firing intervals for each rate-of-fire in the game. In the combat system, fire is resolved in order for each weapon eligible to fire in that interval and the damage is noted. Thus, if Tank A kills Tank B in the first fire interval, Tank B does not fire in the second even if scheduled to do so. Note that this eliminates the dueling rule because each weapon fires when its particular interval comes up. Using the stock exchange CRT suggested by Mr. Saha requires only listing the units in order, then resolving the fire by that order in each interval.

FIRE INTERVAL TABLE	Interval														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
R															
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14															
15															

Each weapon fires when an x is indicated in its interval. The Bofors fires twice when a 2 is indicated and three times for a 3. Off board artillery, smoke and infantry fire is resolved on interval 8 and is simultaneous.

I feel that this system will add much realism to the *TOBRUK* PBM system and I also recommend that it also be tried FTF. It is especially easy to use with the fire fights.

Jim Burnett
Clinton, TN

★★★★★

Gentlemen:

"The Avalon Hill *GENERAL* is dedicated to the presentation of authoritative articles on strategy, tactics, and variations of Avalon Hill games of strategy . . ."

Where have I heard the above quote before? I think it was printed in the last few *GENERAL*'s on page 2! Note the italics, the word is 'game'. Should it not be WARGAME? In the three years I have been reading *THE GENERAL* I have yet to see one article complimenting the strategy or tactics of a NONwargame. No, now that I think back, there may have been one article on 'OUTDOOR SURVIVAL', but that was a 'HOW TO TURN THIS GAME INTO A WARGAME' type of article.

With the additions of the 3M, Diplomacy, etc. companies you have, to quote your own words "a burgeoning line of all purpose STRATEGY GAMES—now 82 strong and still growing." (Avalon Hill Philosophy—Part 60)

THE GENERAL should include articles like

... WHAT ARE THE BEST LINE-UPS IN 'BASKETBALL STRATEGY'?

... THE EASIEST WAY ACROSS THE DESERT IN 'OUTDOOR SURVIVAL'.

Letters to the Editor ...

... 'BUSINESS STRATEGY'—PROBABILITIES AND PROFITS.

... OPENING (MIDDLE, OR END) GAME MOVES IN 'TWIST'.

... HOW NOT TO LOSE YOUR SHIRT IN A 'STOCK MARKET' CRASH.

... WHERE TO PIT YOUR PEBBLES IN 'OH-WAH-REE'.

... WINNING PLAY OF THE CARDS IN 'FOOTBALL STRATEGY'.

... ETC., ETC.

I know the very title of your magazine has military connotations and that there may be a minority of readers who would be interested in one or two articles of this type. But I think that the non-wargames are worth more than just a passing word in "THE AVALON HILL PHILOSOPHY" or a 1/2 page ad.

Jim Pulles
Dallas, TX

We agree and in this issue are announcing the availability of a quarterly magazine similar to the *GENERAL* dealing with AH non-wargames. Current plans are to mail the first issue free of charge, later this year, to everyone on our mailing list as a semi-catalog and special introductory issue.

★★★★★

Dear Sir,

Now this is what I call a good issue! A sensational cover (too bad it isn't on the game), detailed game profile from several different viewpoints, a well-considered near-perfect plan for the old Russian Front gang, the most educational Series Replay yet on PANZERBLITZ, a very funny piece of science fiction (sure it is, speculation on a trend), Reed answering several questions I had on SST and five shotgun features to placate anyone who doesn't own STARSHIP TROOPERS. Sensational, the best *GENERAL* yet!

If I may be allowed a variant on a variant, I question Richard Hamblen's use of neodogs in his otherwise excellent "Saga of the Bug War." He adds them for their scouting abilities, but ignores the drawbacks which kept the neos from being effective. Often in the early days neos would be out of them, but neodog casualties were still high, and when a neo was killed his partner would be so traumatized he would require months of therapy to recover. Likewise the neo would be hurt if anything happened to its partner. To bring these into the variant, add the following:

1. The first time a neodog and a Bug occupy the same hex (as a result of either's movement) roll a die. 1-2 means the neo is KIA immediately, 3-6 means the neo has a strong stomach and is not rolled for again. The roll is made independently for each neodog. This is not used for later-generation neos. Decide before the game which breed is in use.

2. If a neodog suffers any combat result it is KIA. When a neo suicides or is killed, its partner is considered WIA for the remainder of the scenario, though there is no roll to see if special weapons are lost. In the campaign game, dead neos and their disabled partners are replaced with fresh teams, the partner being a recruit.

3. If a partner is KIA his neodog suicides. If a partner is WIA or Heavy Damaged his neo travels to his hex by the fastest route and will not leave his side.

Phil Kosnett
North Brunswick, NJ

★★★★★

Dear Sir,

To my astonishment and anger I have just read in the *GENERAL* (Vol 14, No 1) that foreign customers are forbidden to order directly from the company.

I vehemently protest against this case of unfair business-policy! By outlawing direct orders you force your customers in these countries to pay exorbitantly high prices, you establish an unthreatened monopoly-position for the dealer in those countries, allowing him to charge whatever he fancies.

In the meantime I will inquire with the Bundeskartellamt in Germany and the appropriate Trade Commission in Washington what they think of this very peculiar situation . . . The fact that you find it necessary to protect this kind of policy proves that the business of your distributors in these countries are not exactly flourishing—small wonder at prices like these!

Didier DEMUYNCK
Volkmar, Germany

Your letter was one of many cries of protest we received as a result of the announcement in 14.1 banning direct mail order sales to readers from countries in which we've granted exclusive distributorships. While your ire is understandable it doesn't show much regard for the plight of the overseas pioneer game importers. These dealers risk considerable sums in cash game purchases (normal domestic dealer credit terms are not available to them), shipping and import duties. On top of this they have to lay out funds for initial tapping of the wargame hobby market in their respective countries—such advertising of an entirely new concept in consumer products is extremely expensive until the hobby has gotten its start in his country and his lot is made easier by word of mouth advertising and a reliable clientele. Add to that the extreme expense faced by these importers in providing native language translations of the components and you really can't complain about the nearly double prices these companies must charge for their spade work in getting Avalon Hill gaming entrenched in their respective countries. We can hardly expect them to uncover new hobbyists in their countries and then turn them over to us through direct mail order sales when they've done all the work in getting the hobby started "over there". However, those games and services not carried by any of our exclusive distributors can still be acquired by mail from Avalon Hill in the normal manner.

★★★★★

Dear Sir,

I have been a subscriber to your magazine for over three years now and would like to give you my impression of your latest issue for May-June 1977. Although it contained some very interesting articles, especially for Caesar, I gave it a mediocre rating for two reasons. First of all, it lacked the Series Replay article which is one of my favorites. This was the first time in four years that there hasn't been one so it was missed. However, I suspect there may have been extenuating circumstances involved that caused this. Secondly and most importantly, I would have to give your Infiltrator's Report a very poor mark for this issue because, I found no mention whatsoever of one of the country's biggest wargaming conventions. The Cincinnati Games Convention. This was a disappointment for me as *THE GENERAL* is my main source of such news. I hope to see an improvement in this department. Overall, I must say though that *THE GENERAL* is still the best deal for my money. Keep up the good work!

Recently, I have seen many letters expressing the desire to hear about games that are being produced by Avalon Hill way before they even approach the finished product. I would like to take the opposing side to this matter and say that I don't care to hear about a game that won't be out for several months or over a year. I would have you wait until you have a firm date set for release of the game to avoid the disappointment of having the original idea changed or waiting after one delay after another holds up the release of the game. I realize that I am probably in the minority concerning this and should note that I usually don't buy brand new releases at all, but wait for reactions and opinions to be expressed before deciding to buy one. As for the matter of your company's competition printing things about you, I prefer not to see them mentioned at all in *THE GENERAL* except in reference to something important such as a convention.

Ronald Haas
Terre Haute, IN 47803

The Series Replay is our most difficult feature to present due to both the graphics involved and the extreme difficulty of recording such a game from start to finish without any mistakes—which also turns out to be a good game. You can't play the game out and say that was a great game—let's do a Series Replay on it. In short, it's hard to get a good one.

As to convention announcements—we play no favorites; if someone takes the trouble to write us with an announcement of a convention at least 3 months in advance of the convention date we're glad to pass the information along. If, however, somebody waits till the last minute or sends us scanty information or information which does not spell out how the convention would be of interest to our readers then we exercise our prerogative of letting such material go by unnoticed. This also seems like a good time to mention that notice of a gaming convention in the *GENERAL* carries with it no official AH sanction. We know no more about them than the next guy and are just passing along the information we are provided with. In fact, we feel many conventions are overpriced and underorganized and for that reason we officially recommend only the National ORIGINS conventions (which are bonded for performance obligations) to our readers with any real confidence in the quality of what is being offered.

★★★★★

Dear Sir:

I do not know whether any one has, or ever will decide to submit an article on "Richthofen's War," but I believe that this game has some outstanding features in its design that are worthy of discussion, and experimentation, namely the individual maneuver schedules and the maximum and minimum speeds for each aircraft in the game as well as climbing and diving speeds as presented in the tournament rules, whereby movement points of the aircraft are subtracted due to the process of climbing and are added on due to diving.

I do not know to what purpose the designers incorporated these features into the game's composition, but I am certainly pleased that they did.

In my own experiments with the game, I have discovered that it is possible for an aircraft of inferior firepower to come out best in battle with another aircraft of superior firepower just by the use of the climbing rule in the right way at the right point in time. For example—The Spad #7 vs. the Albatros D2. The Albatros D2 a two front gun aircraft fires on Column A on the T.D.T. which makes for extremely hard hitting firepower. On the other hand, the Spad #7, a single front gun aircraft fires on Column C of the T.D.T. with just mediocre firepower. Combat between these two aircraft at the same altitude level usually results in the Albatros D2 making short work of the Spad #7. But I have discovered that by climbing the Spad one hundred and fifty meters or so higher than the Albatros, and also while climbing, maneuvering the Spad tightly and in close to the Albatros gives the Albatros one of two choices on a method of attacking the Spad; (1) Either attack at a lower level than the Spad, which will result in the Albatros firing at a longer range, which will in turn weaken his firepower to some degree or, (2) Climb the Albatros to the same level as the Spad and attempt an attack from there. If the Albatros tries to climb, and attack, the enforced subtraction of his movement points will put a crimp in his maneuver schedule so that quite often he is not in position to attack at the end of his climbing move. If the Albatros attacks at a lower level than the Spad, he will either do only minor damage to the Spad, or else miss completely (depending on his dice roll and his lengthened range) thereby wasting his ammo. If he attempts to climb to the same altitude level as the Spad, he usually does not have enough movement left to aim his guns which means that he is unable to fire at all.

Every now and then when the Spad player feels a high dice roll coming up for him, he can drive the Spad down on the Albatros and start chopping away but always try to arrange it so that the Spad is at a higher altitude when the Albatros is doing the attacking.

I do not imply that these methods could be used with any combination of aircraft that might be matched against one another in the course of a game. It depends on the speed and the maneuver schedule combination. While the Spad #7 was inferior in firepower to the Albatros D2. It was superior to the Albatros D2 in Speed and maneuverability in any flight attitude.

Robert Duncan
Chicago, IL

READER BUYER'S GUIDE

TITLE: WAR AT SEA

\$6.00

SUBJECT: WWII Strategic Naval Action for the European Theatre

WAR AT SEA was the 32nd game to undergo analysis in the RBG, ranking a disappointing 25th overall with a cumulative rating of 3.21. The result reinforced our earlier suspicions that game ratings are often a matter of how complex a game is. It has been an observation that wargamers tend to overrate complexity and detailed simulation when rating games. But maybe that's sour grapes...

WAR AT SEA ranked in the bottom third of the RBG list in four separate categories, led by a 29th ranking in Realism. The game is an abstracted strategic system of capital ship employment and as such, is not all that unrealistic. Apparently many gamers cannot equate any semblance of realism with an area movement system game in which no tactical maneuvering takes place. The mapboard rating (27th) also did little to enhance the game's cumulative score—again we assume the area movement system to be the main culprit, although the small 11" x 14" size and lack of realistic colors on the abstract board may have played contributory roles. The last poor performance came in the area of Play Balance (24th) where the Axis has a decided advantage despite numerous changes to the Jedko version which improved the Allied chances. Yet with top level play, the game is still a tough win for the British. At the recent ORIGINS III *WAR AT SEA* tournament, the Axis had the better half of a

healthy 2:1 victory ratio. In the next edition, changes will be made to solve these play balance problems by counting all POC ties as Allied wins and adding 1 to all Allied reinforcement dice rolls.

On the positive side of the ledger, the game rewarded our use of it as an introductory title, with a 2nd best ever rating in the Ease of Understanding category, and a similarly impressive (6th) effort for Completion of Rules. This ease of play capability coupled with the quick playing time of 69 minutes goes a long way towards explaining its popularity in terms of games played. *WAR AT SEA* may not be well thought of as a simulation, but it is played often—both by hard core, newcomers and even the distaff side of the hobby.

1. Physical Quality	3.18
2. Mapboard	3.96
3. Components	2.74
4. Ease of Understanding	1.74
5. Completeness of Rules	2.35
6. Play Balance	3.73
7. Realism	5.12
8. Excitement Level	2.93
9. Overall Value	3.15
10. Game Length	1 hr., 9 min.

THE QUESTION BOX

THIRD REICH:

Q. Assume a major power declares war on a minor and uses an Attrition Option on the turn of declaration. Can an opposing major power use its own forces to satisfy any attrition losses of the minor?

A. Yes... if the opposing major power is both already at war and has units adjacent to the attacker on the front in question. The attacker in an Attrition Option can not direct casualties against a certain area or nationality—it is the defender's choice of which *adjacent* units will be lost. After the initial invasion, if the opposing major intervenes it may satisfy attrition losses of the minor merely by being on the same front.

Q. May all 5 units on a Beachhead counter be calculated in an Attrition Attack?

A. Yes.

Q. An airborne unit may not move from the hex on which it was dropped until the following turn, but if it attacks and eliminates an opposing unit may it occupy the defenders vacated hex?

A. No... 4.7 takes precedence over 3.321.

Q. Can Copenhagen be amphibiously assaulted and if so from where?

A. Yes, from any East Front (Baltic) base.

Q. If only partisans attack in a turn, does an Offensive Option have to be paid for by the controlling players?

A. Yes

Q. Since Kiel is a two front port, do German naval units based there count toward the 25 factors Germany must keep on the Eastern Front?

A. No—although fleets based at Kiel can execute movement on either front, the port itself is in the Western Front.

Q. Does air interception occur in a particular hex?

A. No—the intercepting player may choose a point of interception anywhere along the opponents path of movement within its range.

Q. Can a country taking a Pass Option fly interception, as the Capabilities Table at the end of the rules suggests?

A. Yes—but only against enemy naval missions. To intercept DAS requires that the interception be in an Offensive Option.

A.H. Philosophy... Continued from Pg. 32, Col. 3

Coordinator will recheck the results, write them in a standard form, and forward all pertinent information on to the AREA technician for overall tabulation. Only multiplayer game results that are identified as being from the QM Coordinator will be accepted by the AREA technician.

The official QM Coordinator is currently Steve Heinowski, 1630 W. 28th St., Lorain, Ohio 44052. His gamezine, *Ter-Ran* is available to AREA members interested in postal rated play of AH multiplayer games for \$2/10 issues subscription. Those interested in starting their own fan zine and becoming an official AH QM should contact Steve (with a SASE provided) as only he—as the sole QM Coordinator—can license QMs and report multiplayer scores for AREA tabulation.

★★★★★

More KM Surprises... Continued from Pg 16

5. (Steven Herchak) After the early turns of play, siege tends to become too powerful a tool for the attacker and as a result, the weaker faction prefers to fight in the open rather than hide in town and risk a siege. For example, a force of 200 attacked in the open by a force of 400 would have a 50-50 chance of survival in the basic game but a force of 200 in a town besieged by a force of 400 would only have a 1 in 6 chance for survival. Also sieges could, and did, last years as exemplified by the siege of Harlech. So an attacking force confronted with the task of capturing a town, city or castle has a choice of one of two methods to take it:

a. The attacking nobles may attempt to storm the town, city or castle by conducting a battle against the garrison plus any defending nobles within. If the battle is successful the town and occupants are captured. If the battle is unsuccessful, they may try again or turn to siege on the next turn, or

b. The attacking nobles may attempt to siege by stating so aloud. A siege is never resolved the turn it is announced, but the town, city or castle is considered "under siege" that turn exactly as if a "Bad Weather Delays Attack" card had been drawn. On the next turn, an Event card is drawn to resolve the siege. Of course, within this period, the defender can attempt to lift the siege.



★★★★★

AVALON HILL RBG RATING CHART

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.1
3. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
4. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
5. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
6. CAESAR - ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
7. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
8. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
9. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
10. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
11. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
12. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
13. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
14. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
15. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
16. JUTLAND	2.83	2.84		2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
17. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
18. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
19. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
20. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
21. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
22. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
23. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
24. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
25. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
26. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
27. D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
28. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
29. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
30. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
31. GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
32. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8

COMING UP NEXT TIME



IN OCTOBER

Vol. 14, No. 1 had a cumulative rating of 3.56—not one of our better efforts but that was to be expected considering the emphasis on *CAESAR-ALESIA*. Mail order games possessed by a minority of the readership always fare unfavorably when utilized as an issue's feature content. Individually, the articles ranked as follows on our 1200 point scoring system.

Red Options	274
Summer of 52 B.C.	193
Competitional Afrika Korps	170
TRC—The Second Time Around	157
ALESIA—The Battle	112
Red Ball Express	65
Roman Fort Deployment in Alesia	61
Avalon Hill Philosophy	45
ARAB-ISRAELI WARS Programmed Instruction	42
Manning the Ramparts	40
Breaching the Ramparts	23
PBM Luftwaffe	18

We continue to make strides in the sports game field. So much so that we have decided to publish a bi-monthly gaming magazine similar to the *GENERAL* devoted to sports and non-battle games. Transformation of this idea into reality should occur sometime prior to 1978. As a consequence, we are looking for additional R & D personnel to work in the sportsgame field. If you think you're qualified, drop us a sample of your game playing expertise and literary skills in the form of an article dealing with an AH non-battle game.

Many of you have no doubt noted the emergence of Bruce Jenner as a promotional figure for *WHEATIES*. AH was almost involved in a 3-way connection with *WHEATIES* and Jenner. TV promotion would have enabled us to sell thousands of updated *TRACK MEET* games with Jenner's statistics in a boxtop tie-in deal with the popular breakfast food. The deal has apparently fallen through, but we were close to the bigtime for a while. It would have easily been the largest exposure of an adult simulation game to date.

The Italians might not have fared too well in WWII but you wouldn't know it by the success enjoyed by our exclusive Italian distributor Dott. Alfredo Gentili. In only his second year of operation Gentili has surpassed all our foreign language distributors in volume. Prime reason for their success—so far they've translated 30 AH titles into Italian.

Those interested in getting an early look at the convention site for ORIGINS IV might want to take in the University of Michigan Simulation Players' 2nd Annual Convention on Sept. 9-11 at the Ann Arbor Pioneer High School. From there it's just a hop, skip and a jump over to the University of Michigan campus in Ann Arbor which will play host to ORIGINS 78. Further info from John C. Finley, Room 4000 Michigan Union, Ann Arbor, MI 48109.

Apparently one of the larger regional cons of recent vintage is the Great Lakes Convention presented by the Western New York Wargamers Association scheduled for September 16-18 at the Sheraton Lockport Inn in Lockport, NY. Among the Avalon Hill events planned are tournaments in *AFRIKA KORPS* and *KINGMAKER*. More information is available from Richard J. D'Angelo, 395 South Shore Blvd., Lackawanna, NY 14218.

Northwest Indiana area gamers looking for a place to congregate should contact Bradford Enslin at 1527 Sheffield Ave., Dyer, IN 46311. The Calumet Wargames Society meets every three weeks in Calumet, IN.

Infiltrator's Report

Collectors may or may not be pleased to hear that we are dropping two more games permanently from the line. The *GETTYSBURG '64* edition has been replaced by the completely different '77 game and is already out of stock. *KRIEGSPIEL* will be finally retired this coming fall when existing stocks are exhausted.

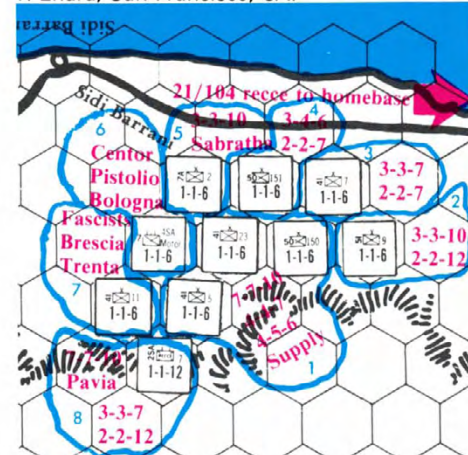
Laurence Gillespie of Nova Scotia reports that wargames have made it to the TV screen in Halifax in the form of a weekly half hour program entitled *BROADSIDE*, which is carried on the local community cable channel there. The show features game reviews, strategy tips, a "game of the week", and coverage of wargaming news at the local and national level. Laurence who produces the show would be interested in corresponding with anyone who has experience in the field to exchange ideas, scripts, videotapes, and perhaps entire shows. Sounds like a good side program for ORIGINS IV. Potential producers can reach Laurence at 23 Robert Allen Drive, Halifax, Nova Scotia B3M 3G9.

Congratulations to all the winners of the many tournaments at ORIGINS 77. As the largest tournaments of their kind they tend to be recognized by us folks at AH as the national championships. The biggest winner was local talent Dale Garbutt of Baltimore who won the prestigious AH Classic 500 along with \$100. Phil Evans took 2nd, Peter Kemp 3rd, and Joe Angiolillo 4th. Rounding out the top 16 winners in the 112 player field were in order: L. Newbury, F. Preissle, J. Zelinski, W. Mattern, G. Boden, G. Dayton, L. Heydolph, B. Mundell, W. Rumph, C. Adamec, K. Crocco, and D. Macminn. 17th through 32nd place won free subscriptions to the *GENERAL*.

Robert J. Clifford of Arlington, VA took top honors in the 110 player *WAR AT SEA* tournament. He was followed in order by prize winners C. Olson, F. Cunliffe, L. Horne, D. Vigor and A. Garnache. *KINGMAKER* was once again one of the largest tournaments with 135 entrants. Tom Filmore took top honors and was followed in order by Tom Dougherty, Paul Bean and Noah Lerman. *WS&M* again drew over 100 participants and was won by Chris Raskopf of Smithtown, NY. Other prize winners were T. Schaap, B. Addison, J. Casazza, C. Morrison, and G. Taylor. In *FOOTBALL STRATEGY*, designer Tom Shaw finally reigned supreme with a 20-10 win over last year's winner Don Greenwood. Coming in 3rd and 4th were traditional three time runners-up Pat McNevin and John Strand. The *RICHTHOFEN'S* Demo Derby again drew over 150 pilots—the most successful of which proved to be Anthony Becker of Bethesda, MD. Coming in second with six kills was Jeff Farrington followed by Roger Cooper and Pat Carson. *DIPLOMACY* was once again the largest tournament held and was run under the auspices of the I.D.A. drawing over 160 entrants. Dan Zabloski proved to be the best double dealer followed in order by Michael Perfit, Frank McIlvaine, and Alan Rowland.

Although we can't endorse it, *TRC* enthusiasts might be interested in an AREA PBM tournament being sponsored by Kevin Combs of 11225 Old Baltimore Pike, Beltsville, MD 20705. Entrance fee for the *RUSSIAN CAMPAIGN* tournament has been set at \$4.00.

That'll teach us to think we're so smart! We got an enormous number of correct entries for Contest 76 giving different solutions—it turns out that our solution (from the last *GENERAL*) was only the third most popular among the possible answers, so we had to draw the winners by lot from among the correct entries (all variations were acceptable, as long as they were correct). Our apologies for making the contest so easy . . . we'll get you guys next time! The winners in no particular order: V. Paxson, Orinda, CA; P. Owen, Va. Beach, VA; D. Smith, Myrtle Beach, SC; W. Bainbridge, Marion, IN; W. Pollard, College, AK; P. Schulmeyer, Stuttgart, W. Germany; A. Nilson, Oronoco, MN; A. Baer, China Lake, CA; A. Chiras, Northbridge, MA; and T. Ehara, San Francisco, CA.



To solve Contest No. 77, it is necessary to take the British home base with the 21/3 Recce unit (the only unit that can reach), which in turn means that every British unit must be AV'd. A lot of entries got that far; the problem is in the implementation. There are four tricks to the solution. The first one is that the Axis have only 58 attack factors and they need at least 55 to AV all the British, so the Axis can afford to make only 3 attacks (maximum) at better than 5-1 odds; this is crucial because the Axis forces contain only four of the 3 factor units that are necessary to make up 5-1 attacks exactly. Thus the Axis must arrange their attacks so as to AV multiple British units in the same attack.

The second problem is the three interior British units, which have to be AV'd from the escarpment side. This takes 15 factors. The third problem is the 2SA/2 recce, which is doubled and unapproachable from the sea side until 4SA Motor is AV'd. Since there are not enough Axis factors behind the escarpment, 4SA must go first. The final problem—and the lulu—is where to put the supply unit. The supply path for an attack cannot pass through the defender's ZOC, even if the defender is AV'd by that attack (the path can go through units previously AV'd that turn, of course). This means it can't be on the seaward side of the British formation and still supply the attacks on the British interior unit. Plus the supply unit must end its turn within 5 hexes of all the attackers, which means it cannot end on either flank of the British formation.

Result: the supply unit must be on the escarpment, and, due to the problem of getting around 2SA/Motor (whose attacker must be on M42 due to the factor shortage behind the escarpment), the supply must go to L44. The attacks that result are executed counter-clockwise from the eastern end; each AV clears the supply path to the next group of attackers. The interior British units go first, in one mass AV.

OPPONENTS WANTED

AREA rating 1670 desires phm AK, Wat, BB, 1600+ opponents only. We have a local club in the Bham area for fit call or write: Dennis Cook, 1406 Linda Vista Dr., Birmingham, AL 35226. (205) 822-0559.

Phm wanted for Alex, BB, Blt, Grad, Luft, Mid, Pan, Pan/L, R.W. Blt, fit wanted to those interested in forming a wargamer club in Culman. Thomas L. Pan, Blt, R.C., Walsby, 77, Culman, AL 35055. 734-5582. (331)

AK, Alex, BB, DD, Ft, St, Luft, Mid, Pan, Pan/L, R.W. 1776, Grad, Tac, 3R, Wat, Blt, looking for fit opponents in northeastern and central Alabama. David Warren, 2121 Fairview Rd., Gadsden, AL 35901. 546-7998.

Fit or phm (anybody) have a good system? In Mid, R.W., Wat, Pan/L. Would especially like multi-player. 3R, Am 15, old novice. Carr, Beland, 3344 Overton Rd., Min. Brook, AL 35223. 967-6948.

Actual naval bufs. I'm still experiencing victims for Was, Jut and Mid. Still underdeveloped at AK, Fit only. Would like to play multi-player. 3R, Joey Sazebro, Rt. 1, Box 212, Summerdale, AL 36580. Adult player new wants phm AK, Wat, Grad, or fit with Phoenix or Tucson players. Star Troops, 3R, 3R, Walsby, Ship, ARIA, Am 15, ring 900. Penn, P.O. Box 562, Florence, AZ 85232. 868-5835.

Fit or phm 1200 wants phm or fit in Blt, Mid, AK, Pan, BB, or fit in 1776, R.W. and Star Troops. Will answer letters. Roger Hoffman, 9118 Palm St., Williams AFB, AZ 85224 (602) 988-3171.

Fit, phm anyone, rated games preferably, will play AK, Pan, DD, AK, Ft, 40, Luft, BB, Grad, R.W. and Star Troops. Will join in or Pan Vamp, Cpl, III, General Delivery, Light, AR 72439 (501) 573-6785.

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Help! Want fit opponents in S.F.-San Jose Bay Area. Will travel any reasonable distance. I have: AK, Alex, BB, Blt, Ft, St, Luft, Pan, 1776, 3R, Star Troops. Joseph P. Meng, 38725 Lexington 2109, Fremont, CA 94536. 722-5555.

Will phm Pan, 1776, I will allow opponents to choose any situation for any of above games. I have Pan, Phm kit. Scott Carl, 6120 Covington Way, Goleta, CA 93121.

Player with 5 yrs. experience requires opposition in 3R, Pan/L, Tobruk, 3R, BB, BB, Anzio, RC, DD, 1776, Prefer fit, Am 13yrs, old. Brian Buddus, 6155 Manzanillo Dr., Glendale, CA 91201. (805) 964-8100.

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For sale fair condition 1700+ is also fair condition 1914 515. I pay postage in U.S. Ben Harth, 10341 Paseo, Los Alamitos, CA 92640. (714) 440-0696.

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I would like to phm fit Starship Troopers. Please write to me immediately! I'm a graduate of the University of California, Los Angeles, CA 90048. (213) 651-2296.

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Adult gamer 25, wants fit in games in Los Angeles vicinity in BB, Blt, Ft, St, Luft, Pan, Tac, WSKM. Will phm but I don't have any kits. Stephen Woody, 2118s Barry Ave., Los Angeles, CA 90025. (213) 478-8484.

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1500s football next to W.A. or fit. In 1978 schedule will include BK, St, BB, St, Ft, St, 1978

re-ops opponents. Also other tournaments. Jim Reilly, 2005 W.1A Verne, Santa Ana, CA 92704. 714-556-7119.

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AK phm blind moderator's service. Will match you with opponent. Serious phm wargamer with only phm. Blind Wargames Club, 152 Oakland Gr., Elmhurst, IL 60120. (312) 278-1614.

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Britt Garcia, 1000 Creshaven, SilverSpring, MD 20903.

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WE WANT YOU . . .

to write for the *GENERAL*. If you can string words together into an interesting article format on any Avalon Hill wargame, there's a good chance you're just the person we're looking for. You can supplement our literary staff with articles of strategy, game analyses, Series Replays, commentaries, new scenarios, or variants.

All articles should be type-written, double-spaced and accompanied by a self-addressed envelope bearing first class postage. Otherwise, rejected articles will not be returned. Articles should be supplemented with illustrations and/or charts whenever possible.

Commencing with the January, 1977 issue the *GENERAL* will pay \$5 per running 10" column of edited text. Letters to the Editor are not subject to remuneration. Alternatively, authors may elect to take their remuneration in the form of Avalon Hill products, paid at the rate of 150% of the cash remuneration.

At the end of each calendar year an EDITOR'S CHOICE article will be selected. The author of this article will receive a \$100 bonus and a lifetime subscription to the *GENERAL*. Articles will be judged on literary style and meaningful content. Quantity, bulk, or length of article will have no bearing on this selection. All types of submissions are eligible; Series Replays, tactical analyses, variants, etc.

This payment system is only valid for articles received after January 1, 1977.

FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and airmail subscriptions to the *GENERAL* are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are *not* subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your *GENERAL* subscription through him which in most cases will result in considerable savings for you.

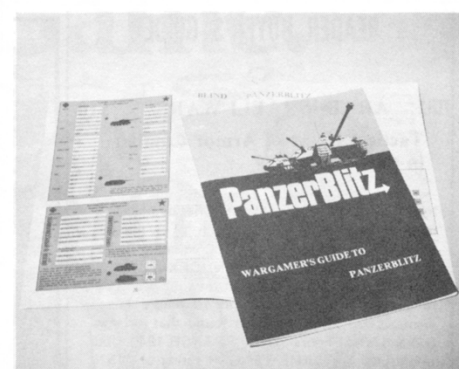
REDUCED HEX SHEET PADS

Now available from the Mail Order Department is a pad of 30 hex sheets with normal half inch hexes printed on one side and $\frac{1}{8}$ " hexes printed on the back. The pads are useful for designing your own games, making hex overlays for actual maps, or generally sketching moves and/or concepts. The pads are available from the parts department for \$1.00 plus postage.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our design offices at 900 St. Paul Street. As a convenience to those who visit our Town House design offices, a wide selection of the latest games are available for sale to the public at full retail (sorry, no discounts given here . . . the half-price table discontinued as of April 30). Games, only will be for sale. No parts or issues of *The General*: they must be ordered by mail. Please bring your checkbook or be prepared to make exact change. Saturday visitors are invited to stay to playtest new titles or simply play their favorite games in the IGB gameroom.

Hours: Mon-Fri: 9 A.M. to 5 P.M.
Sat: 10 A.M. to 5 P.M.



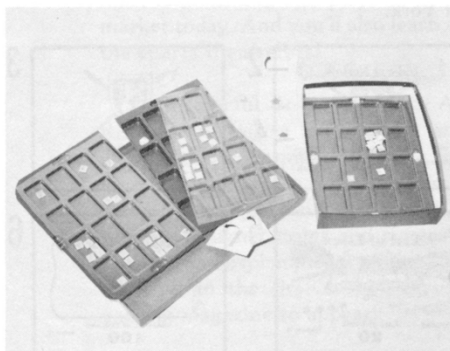
PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the *GENERAL*'s many articles on *PANZERBLITZ*—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to *PANZERBLITZ*", it initiates and may very well end the "Best of the *GENERAL*" series as no other game has been the target of a comparable volume of literary attention.

The 36 pp. manual resembles very much an issue of the *GENERAL* except that it is devoted 100% to *PANZERBLITZ*. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear; Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the *GENERAL*, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzerblitz", "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to *PANZERBLITZ* sells for \$3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 4% state sales tax.



COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen $1\frac{1}{2}$ " x $2\frac{1}{8}$ " compartments $\frac{5}{8}$ " deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will *not* be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for \$3.25 per set plus 75¢ postage charges. Postage coupons *cannot* be utilized to order compartment trays. Maryland residents please add 5% state sales tax.

16 WHEELER DESIGN CONTEST



Yes, Avalon Hill has joined the ranks of such corporate giants as McDonalds, Zenith, and RCA with the acquisition of our very own fleet of tractor trailers. Would you believe a fleet of one? Everybody starts someplace and our first rig will be making long distance hauls for raw materials and major wholesale deliveries along the East Coast. And to make our "fleet" instantly recognizable we're looking for a distinctive logo design so you can spot it on the highway. If McDonalds can have the Golden Arches, then Avalon Hill can have the golden hexes . . . or whatever. Seriously, if you fancy yourself a graphics genius or even just highly imaginative you can win yourself a LIFETIME subscription to the *GENERAL* by submitting a logo design for our new fleet. Address all entries to the attn. of A. Eric Dott—our head truck driver.

READER BUYER'S GUIDE

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Tactical Game of Armor Combat in the Mideast

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. **EXAMPLE:** If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality _____
2. Mapboard _____
3. Components _____
4. Ease of Understanding _____
5. Completeness of Rules _____
6. Play Balance _____
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8. Excitement Level _____
9. Overall Value _____
10. Game Length _____

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: _____

Deal: Neville, Mowbray, Grey, Herbert, Earl of Essex, Marshal of England, Chancellor of England, Chancellor of the Duchy of Lancaster, Treasurer of England, Company of Burgundian Crossbowmen, Company of Flemish Crossbowmen, Archbishop of York.

1. Want-ads will be accepted only when printed on this form.
2. For Sale, Trade, or Wanted-to-Buy ads will be accepted only when they are dealing with collector's items (games no longer available from AH) and are accompanied by a token 25c fee.
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5. Ads will be accepted only on forms from the preceding issue except in those cases where no Opponents-Wanted form appeared in the preceding issue.
6. So that as many ads can be printed as possible within our limited space, we request you use the following abbreviations in wording your ad. Likewise with State abbreviations.
 Afrika Korps = AK; Alexander the Great = Alex; Anzaco: Baseball Strategy = BB St; Battle of the Bulge = BB; Basketball Strategy = BK St, Blitz, D-Day = DD; Football Strategy = FT St, France, 1940 = FR'40; Face-to-face = FTF; Gettysburg = Gett; Guadalcanal = Guad; Jutland = JUT; Kriegspiel = Krieg; Luftwaffe = Luft; Midway = Mid, 1944; Origins of WWII = ORIG; Outdoor Survival = Out; Panzerblitz = PAN; Panzer Leader = Pan Ld; Play-by-Mail = PBM; Play-by-Phone = PBP; Richthofen's War = RW; 1776: Stalingrad = 'Grad; Tactics II = TAC; Thrid Reich = 3R; Waterloo = Wat.

State _____ Zip _____ Phone _____

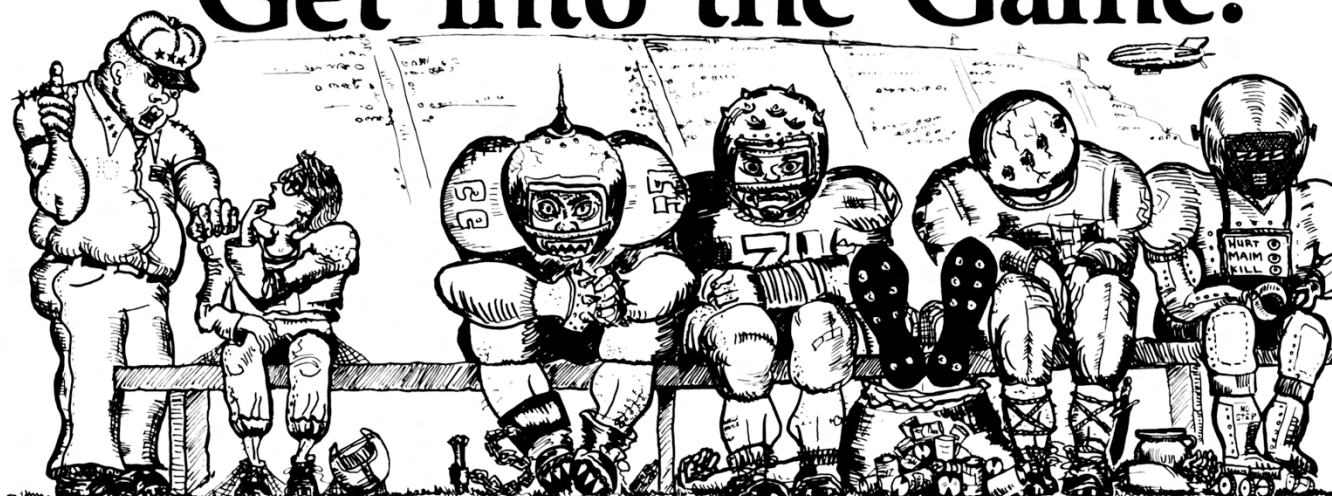
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We will now accept game orders by phone from those individuals with currently valid MASTERCARD, BANKAMERICARD (VISA), or AMERICAN EXPRESS credit cards. The number to call is 301-254-5300. Ask for Ron La Porte or ext. 63 and state that you wish to place an order for a game. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address. Phone orders are available every Monday-Friday from 8:30 AM to 5 PM. Absolutely no collect phone calls can be accepted.

GENERAL BACK ISSUES

Only a limited number of *GENERAL* back issues are available for \$1.50 each plus normal postage and handling charges. Due to low supplies we request that you specify an alternate for any selection you make. The index below lists the contents of each issue by subject matter; feature articles are designated with an (*), series replays are italicized, and the number following each issue is the reader rating of that particular issue.

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- Vol. 14, No. 1 — *Caesar—Alesia -5, The Russian Campaign, Luftwaffe, Third Reich, Arab-Israeli Wars, Afrika Korps, Panzer Leader . . . 3.56

D-DAY '77

James Stahler, a local gamer of considerable repute, has authored the third edition *D-DAY* rules with co-development by Richard Hamblen and Don Greenwood. The *D-DAY* revision was originally intended as just a clean up of a poorly done, outdated set of rules which had been passed up by the state of the art. *D-DAY* has been one of our biggest sources of nut mail due to the incomplete and poorly done rules of the 1965 edition. The current revision not only does away with the problem in presenting ambiguity-free rules, but also addresses play balance problems and incorporates design innovations which have been developed in the past decade; without going into complicated phase systems which would ruin the game's excellent postal characteristics.



Among the changes are revised, more realistic supply rules which make South France a viable invasion site, strategic movement, tactical air-power, carpet bombing, river interdiction, and strategic fortresses whose capture affects the Allied replacement rate. But above all, these rules are ambiguity-free—a competitive postal player's dream—and a 100% improvement to the old classic.

The revised *D-DAY* rules sell for \$2.00 plus postage costs, and are available only by mail from Avalon Hill. Due to overstock and the slowness with which retail supplies are moved, these rules will not be found in *D-DAY* games on the retail shelves for several years. If you order a *D-DAY* game by mail, be sure to request the new rules. They will be provided free to mail order purchasers of the game if you request them *with* your purchase. Maryland residents add 5% state sales tax.

PBM EQUIPMENT

Tired of playing solitaire or humiliating the same opponent day after day? You may be good in *your* game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.

Each kit sells for \$4.50 postpaid and includes enough materials to play virtually dozens of games, including addendum sheets which list official grid-coordinates for those games not already possessing them and special charts and CRT's for postal play.

Kits are available for the following games:

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- * 1914
- * PANZERBLITZ
- * STALINGRAD
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